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The moment of victory — Shuko completes his third defense of the Kisei title.

CONTENTS

Go World News	2
27th Oza Title: Game Two	6
Special Game Commentary: 2. Fujisawa Hosai v. Ishida Akira	9
Failure of a Large Moyo: Shiraishi v. Fujisawa Hosai	12
5th Tengen Title: Game One	14
Game Two	18
Game Three	21
4th Kisei Title: Game One	24
Go in Lilliput	29
1979 French Championship	31
1979 South American Championship	34
Advanced Tesuji Problems	37
Good and Bad Style	41
The Great Joseki Debate	43
From Amateur to Professional	48
Basic Fighting Techniques	51
Odd Man Out	55
Forcing Moves	58
Book Review	61
Page from Go History: International Go in the Edo Period (i)	61

The cover: A diptych by Kunisada (1786 — 1864), depicting go players being tormented by ghosts and goblins. This popular subject is drawn from the legendary encounter of the warrior Minamoto no Yoritomo (944 — 1021) with a bewitched spider. Yoritomo was actually known for killing a fox which had curiously chosen to make its abode in the roof of the imperial palace and for clearing the capital, Kyoto, and its environs of groups of bandits then terrorising the country. Yoritomo climaxed his campaign by killing the famous bandit Oe-yama. The sketch at right, from an historical dictionary, depicts him in his role of fox-exterminator. (Collection of William Pinckard)



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Shuko Defends Kisei Title

Fujisawa Shuko has extended his record in the Kisei tournament by completing his third successful defence of his title. Whether or not he is the strongest player in Japan is a question open to debate (though not in his presence), but it is beginning to seem that no one is strong enough to take the Kisei title away from him. For the second year in a row he disposed of the challenger in five games — only Kato Masao has been able to make him go the full distance. The challenger this time, Rin Kaiho, had his chances but was no match for Shuko's tenacity. In his late fifties, Shuko has well and truly come into his own.

Results:

Game 4 (Feb. 20, 21). Fujisawa Shuko (W) won by resignation.

Game 5 (Feb. 27, 28). Fujisawa (B) won by 4½ points.

Otake Challenges Kato Judan

Kato Masao's Judan title seems to be in danger, for the challenger, Otake Meijin, has won the first game of the 18th Judan title match. Otake's superb play in this game shows that he is in peak form, so Kato could be in for a hard time.

Results:

Playoff, Losers' Section (7th February): Kudo Norio (W) defeated Hashimoto Shoji by 4½ points.

Playoff (13th February): Otake (B) defeated Kudo by resignation.

Judan title match, Game One: Otake (W) defeated Kato by 4½ points.

Late news. The second game, played on the 12th March, was won by Otake by 2½ points.

Takemiya Leads Both Leagues

Takemiya's excellent form is continuing and he has declared, not necessarily in jest, that he is going to create a record by winning both leagues with perfect scores. He is almost half way to his target, with three straight wins in the Honinbo league and four straight wins in the Meijin league.

In the Honinbo league, Takemiya's toughest games are still to come, but his main rival so far, Sakata Eio, fell a step behind by losing to Shiraishi Yutaka. There is, however, the ominous presence of Rin Kaiho, who has been busy with the Kisei title match but who has shown that he will be a

35th Honinbo League (as of 7th March)

Rank	Name	R	I	T	S	C	F	S	K	Score
1	Rin	—						1	1	2 — 0
2	Ishida		—			0	1	0	0	1 — 3
3	Takemiya			—			1	1	1	3 — 0
4	Sakata				—	1	1	0	1	3 — 1
5	Cho		1		0	—			1	2 — 1
5	Fujisawa H.		0	0	0		—	1		1 — 3
5	Shiraishi	0	1	0	1		0	—		2 — 3
5	Kobayashi	0	1	0	0				—	1 — 3

Note: the players are ranked according to their results in the previous league.

5th Meijin League (as of 7th March)

Rank	Name	S	K	T	R	C	H	K	H	Y	Score
1	Sakata	—				0			0		0 — 2
2	Kato		—	0		0		1			1 — 2
3	Takemiya		1	—			1	1	1		4 — 0
4	Rin				—				0		0 — 1
5	Cho	1	1			—	1	0			3 — 1
6	Hashimoto U.			0		0	—			0	0 — 3
7	Kobayashi		0	0		1		—		1	2 — 2
7	Hane	1		0	1				—		2 — 1
7	Yamashiro						1	0		—	1 — 1

Note: the players are ranked according to their results in the previous league.

threat by starting with two wins. Ishida Yoshio's inexplicable slump continues and with three losses he is on the verge of demotion from the league.

In the Meijin league there have been some upsets, with Sakata and Kato starting badly and Rin losing his first game to Hane. Here Takemiya's lead is even more tangible, as he is the only player with an unsullied record. His games with Rin and Sakata will be crucial.

Kido Prizes for 1979

The 'Kido' prizes for 1979 were awarded to the following players:

1. The outstanding player of the year: Kato Masao, Honinbo, Judan, Tengen and Oza. The list of his titles says it all. This is the fourth successive year Kato has won this prize. The 'Kido' committee would prefer to spread the prize around, but Kato's record gets better

each year. He also won the 17th Shusai prize awarded by the Nihon Ki-in.

2. The highest number of wins (7-dan and up): Rin Kaiho and Cho Chikun, both with 39 wins

3. Best winning percentage (7-dan and up): Hashimoto Yoshimi with 76.2% (16 wins, 5 losses)

4. Most consecutive wins (7-dan and up): Cho Chikun with 12 in a row (next were Haruyama 7-dan and Awaji 7-dan with 11, Rin with 10, and Iwata Tatsuaki 9-dan and Ishii Kunio 9-dan with 9)

5. The special merit prize: Cho Chikun for winning the Gosei title and gaining a place in both leagues

6. The fighting spirit prize: Haruyama Isamu for winning the Prime Minister's Cup and all eight games in the oteai

7. The prize for technique: Ishida Akira (second year in a row) for winning the 4th Shin-jin-O title

8. The outstanding woman player: Ogawa Tomoko (second year in a row) for winning the 25th Women's Honinbo title (1979 record: 16 wins to 13 losses)

9. The 'new face' prize: Kataoka Satoshi 5-dan for reaching the final of the Tengen title and good results in other tournaments

This year the committee added two special prizes.

The Special Women's Prize: Ito Tomoe 5-dan for winning the Women's Kakusei tournament (a TV haya-go tournament sponsored by JAL).



Hashimoto Yoshimi 9-dan



Ogawa Tomoko



Ito Tomoe

Mrs. Ito was born in 1907 and became a professional shodan in 1924.

The Special Effort Prize: James Kerwin 1-dan for winning his dan section in the 4th Kisei tournament and reaching the 1-dan semifinal in the 5th Kisei



James Kerwin

Kansai Ki-in Prizes for 1979

1. The outstanding player: Hashimoto Shoji 9-dan (won the second stage of the 4th Kisei title, reached the final of the third stage, won the 23rd Kansai Ki-in 1st Place tournament, became the challenger for the 17th Judan title, scored 16 wins to 9 losses in games against Nihon Ki-in players)

2. The Risen Prize (fighting spirit): Tono Hiroaki (won the 26th NHK Cup, reached the semifinal of the 27th Cup)

3. The Dogen Prize (special merit — open to players under 9-dan): Kiyonari Tetsuya 5-dan (with 39 wins to 6 losses for an 86.7% record, scored the highest number of wins and had the best winning percentage; also won the bottom section of the oteai)

4. The New Face Prize: Ashida Isoko 4-dan (16 wins to 10 losses, 2nd place in the bottom section of the oteai). Born in 1958, Miss Ashida

is the leading woman player at the Kansai Ki-in.

Some Statistics for 1979

Since professional go is all about money, it may be interesting to see how tournament success correlates with financial reward. Below is a list of the top ten money-earners in 1979.

1. Kato Masao: ¥38,490,000
2. Fujisawa Shuko: ¥27,090,000
3. Otake Hideo: ¥26,780,000
4. Rin Kaiho: ¥2,440,000
5. Ishida Yoshio: ¥19,000,000
6. Sakata Eio: ¥18,440,000
7. Cho Chikun: ¥11,130,000
8. Takemiya Masaki: ¥7,200,000
9. Kobayashi Koichi: ¥7,010,000
10. Yamashiro Hiroshi: ¥6,850,000

Kato's earnings dropped back a little from the record for a go player of ¥40,200,000 which he set last year (see GW12, p.3), though in dollar terms everyone has gone down, as that much-maligned unit of currency has increased from approx. ¥200 to the dollar a year ago to about ¥247 now. As always, there is quite a disturbing drop from number one to number ten, but unless a player devotes himself exclusively to tournament go, game fees and prizes only represent one part of his income. Title-winners in particular come in for all kinds of perks.

Highest number of wins

1. Cho Chikun: 39 wins — 13 losses
Rin Kaiho: 39 — 20
3. Kobayashi Koichi: 35 — 16
4. Kato Masao: 33 — 11 (12 — 2 in title matches)
5. Hane Yasumasa: 30 — 15
Sakata Eio: 30 — 21
Ishida Yoshio: 30 — 27
8. Ishida Akira: 28 — 14
9. Kudo Norio: 26 — 15
10. Sato Masaharu: 24 — 10
Awaji Shuzo: 24 — 13

Best winning percentage

1. Hashimoto Yoshimi: 76.2% (16 — 5)
2. Cho Chikun: 75% (39 — 13)
Kato Masao: 75% (33 — 11)
4. Iwata Tatsuaki: 74.1% (20 — 7)
5. Ishii Kunio: 73.3% (22 — 8)
6. Sugiuchi Masao: 72.2% (18 — 7)
7. Sato Masaharu: 70.6% (24 — 10)

8. Haruyama Isamu: 68.8% (22 – 10)

9. Kobayashi Koichi: 68.6% (35 – 16)

10. Rin Kaiho: 67.2% (39 – 20)

Leading players under 7-dan

Yamashiro Hiroshi 6-dan: 36 – 16 (69.2%)

Kanda Ei 4-dan: 29 – 9 (76.3%)

Kataoka Satoshi 5-dan: 25 – 15 (62.5%)

1979 Tournament Results

The following list covers the main professional tournaments in Japan during last year.

January

1st Kakusei (TV haya-go): Rin Kaiho

February

1st Asia Airlines Cup (TV haya-go): Sakata Eio

26th NHK Cup: Tono Hiroaki 9-dan

10th New Stars (TV haya-go): Kamimura Haruo 6-dan

March

3rd Kisei: Fujisawa Shuko defeats Ishida Yoshio 4–1

April

17th Judan: Kato defeats Hashimoto Shoji 3–1

25th Women's Honinbo: Ogawa Tomoko defeats Kobayashi Chizu 2–0

May

Sato Masaharu wins 7-dan section of 4th Kisei

June

Sakai Takeshi wins 8-dan section of 4th Kisei

July

34th Honinbo: Kato defeats Rin 4–1

1st Women's Kakusei (TV haya-go): Ito Tomoe 5-dan

Rin wins 9-dan section of 4th Kisei

August

4th Shinjin-O: Ishida Akira

4th Gosei: Cho Chikun defeats Otake 3–0

September

Hashimoto Shoji wins Stage Two of 4th Kisei

23rd P. M.'s Cup: Haruyama 7-dan

October

20th Okan (Crown): Iwata Tatsuaki

4th Meijin: Otake defeats Sakata 4–1

November

27th Oza: Kato defeats Ishida 2–0

December

5th Tengen: Kato defeats Kataoka 3–0

Rin wins Stage Three of 4th Kisei

1980 Toronto Open Go Tournament

Forty players participated in this non-handicap McMahon tournament, which was held on

the 12th and 13th January, 1980. The following players emerged on top of their respective sections:

A (4 to 6-dan): Bruce Amos 5-dan (Toronto)

B (1 to 3-dan): Yoshio Ueno 3-dan (Toronto)

C (1 to 3-kyu): Denis Labelle 1-kyu (Montreal)

D (4 to 6-kyu): S. Hashiba 4-kyu (Japan)

E (8 to 9-kyu): Lynne Baird 8-kyu (Hamilton)

F (Novice): Frank Klein (Toronto)

On the 2nd December, 1979, the Toronto Go Club held a handicap tournament for local players. There were thirty-one entrants and the result was a tie between Pat Thompson 1-dan and Doug Hall 7-kyu, both of whom scored five wins to no loss.

Michael Redmond Almost Makes Pro Shodan

Michael Redmond, the sixteen year old insei from Santa Barbara, California, performed very well in the winter tournament for promotion to shodan at the Nihon Ki-in but just missed out on qualifying as professional shodan. The top fourteen insei participated in this tournament and this year the top five became shodan. Michael finished in sixth place with 7 wins to 6 losses, with two of the latter being by half a point. One more win would have put Michael into the professional ranks, but now he will have to wait until next winter for another chance. He does have the consolation that he will start as number one in the 1980 insei league.

Hashimoto Shoji Wins NHK Cup

In the final of the 27th NHK Cup, played on the 25th February, Hashimoto Shoji 9-dan of the Kansai Ki-in defeated Cho Chikun 8-dan of the Nihon Ki-in by 2½ points. Cho Chikun had posed a threat to the Kansai Ki-in's domination of the Cup by defeating the previous winner, Tono Hiroaki 9-dan, in the semifinal, but Hashimoto edged him out in the final and thus won his second NHK cup (his previous victory was in 1966).

2nd Kakusei Tournament

The 2nd Kakusei, another TV haya-go tournament, was won by Kato Masao.

Corrections

The following corrections should be made to the Index published in Go World 16:

1. Nieh Wei-p'ing was born in 1952 (not 1953).

2. The final two lines of the Judan entry strayed there from the Kato entry. They should be excised.

27th Oza Title: Game Two

Ishida made a bad start to his Oza title defence by losing a game he should have won. At best-of-three, the Oza is the shortest of the seven major title matches, so the second game is already a kadoban. Kato already had three titles, but if Ishida lost the Oza, he would be left with nothing. He had to win this game.

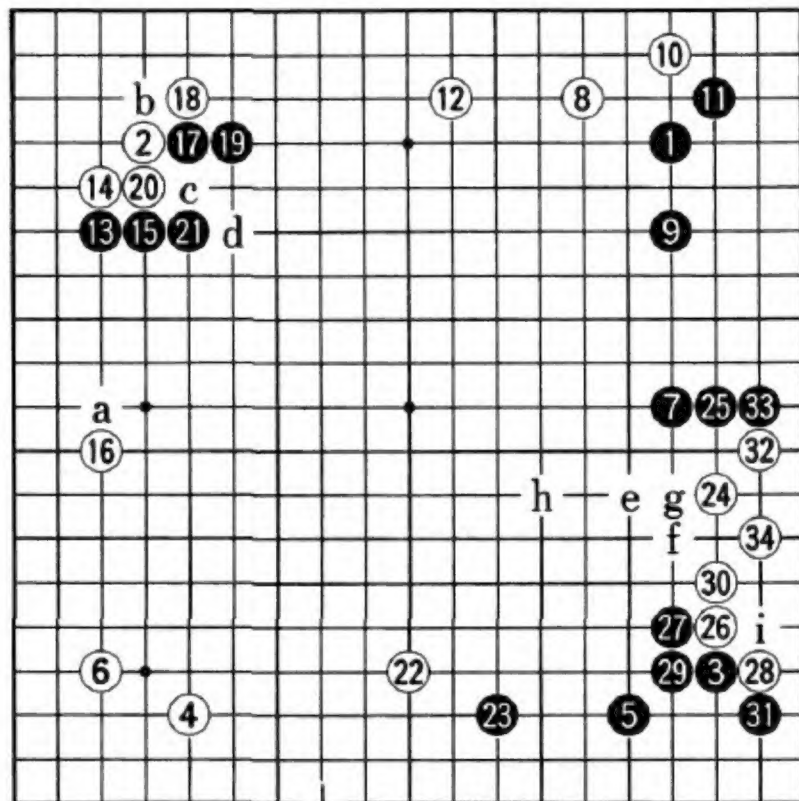


Figure 1 (1 - 34)

White: Ishida Yoshio, Oza

Black: Kato Masao, Honinbo, Judan & Tengen

komi: 5½; time: 6 hours each

date: 7th November, 1979

Figure 1 (1 - 34)

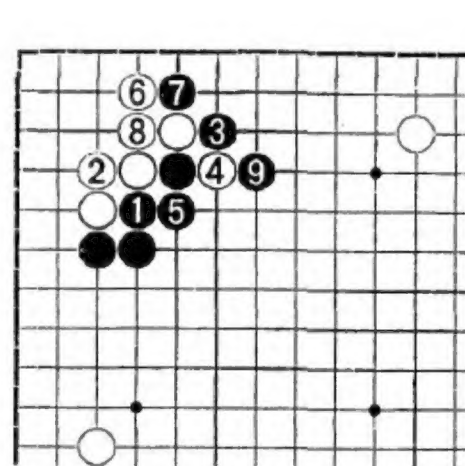
White 14, 16. Ishida-style. This somewhat greedy strategy attempts to keep the corner while preventing Black from extending down the side. The drawback is that Black gets a good continuation at 17.

Black 19. Kato also considered Black 1 in Dia. 1. The sequence to 9 will follow, after which White can play a ladder-block in the bottom right.

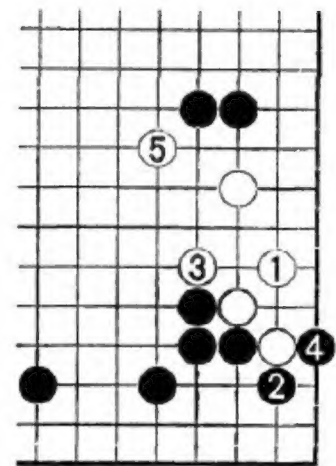
Black builds thickness up to 21, but White has taken this into account when playing 16. White 'a' instead would have ended up too close to Black's thickness.

White 22. White 'b' is the correct continuation at the top left, but this would let Black take the large point of 22 (in which case Black would give way at 'd' if White pushed through at 'c').

Black 23 is the last large fuseki point. The



Dia. 1



Dia. 2

middle game starts with White's invasion at 24.

White 30. Takemiya felt that White should play more lightly, at 1 in Dia. 2. If Black 2, White can hane at 3, then if 4, move out with 5.

White 34. White could also move out with 'e', but perhaps he disliked the prospect of being attacked with Black 'f', White 'g', Black 'h' later on. However, Black is not unhappy with the result when White lives on a small scale with 34. Black has the options of attacking with 'f' or 'i' for later.

Figure 2 (35 - 56)

Black 37. Kato commented that 1 in Dia. 3 would have been better. If White 2, Black still plays 3, but since he can connect underneath to 1 in an emergency, White would not be able to attack him as severely as in the game.

Black 41. The correct order of moves. If Black plays 1 in Dia. 4 first, White might answer 3 by attacking on top at 4.

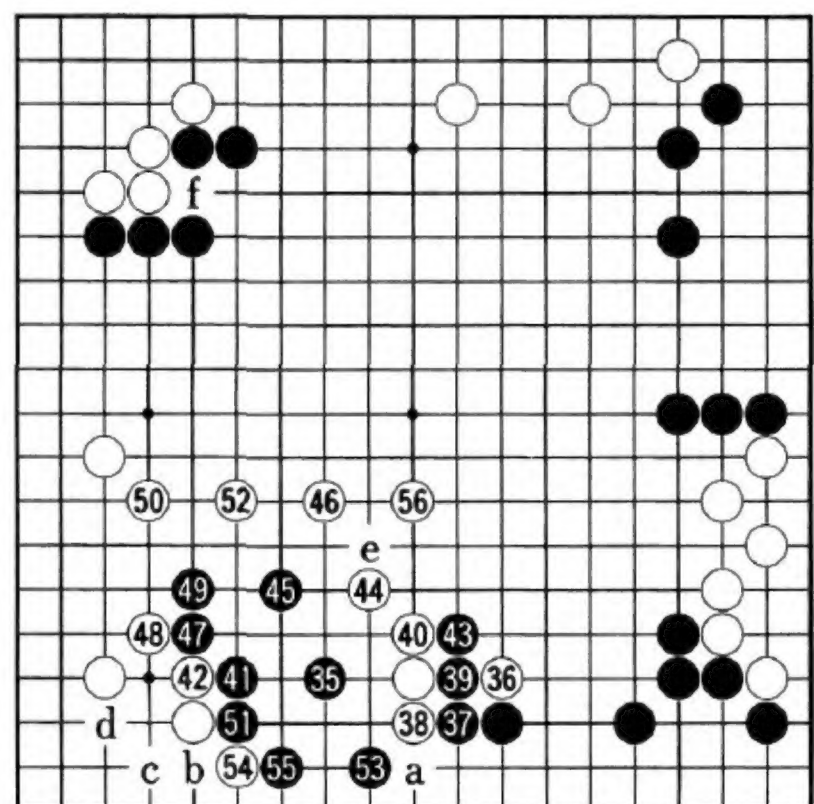
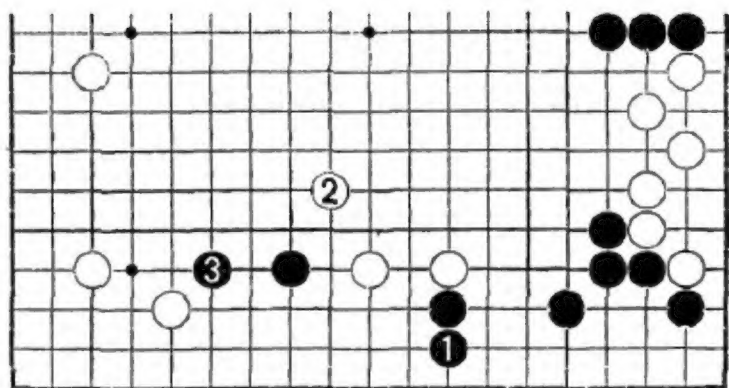
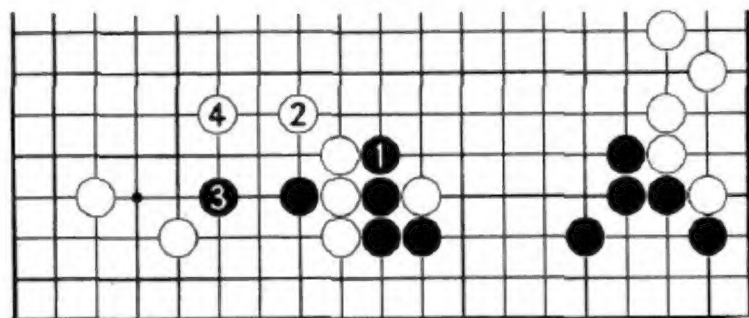


Figure 2 (35 - 56)



Dia. 3



Dia. 4

White 42. Turning at 43, ignoring Black 41, is also conceivable.

Black has little trouble living with 45 to 55. White could also have pushed through at 'a' with 54, though Black would then have lived in sente with Black 'b', White 'c', Black 54, White 'd'.

White 56 makes good shape, defending against Black 'e'. White could also have played more aggressively by pushing through at 'f' at the top left, then cutting. The probable result is given in Dia. 5.

Dia. 5. The sequence to 10 is pretty well forced. White then plays 11 to spoil Black's shape before living with 13 and 15. Note that Black cannot play 14 at 15 — after White 'a', Black 'b', White 'c', Black cannot connect his two stones. The result to 15 would be reasonable for White, because it will not be easy for Black to find a way to deal with White's cutting stone 3.

Figure 3 (57 – 80)

White 58. If at 60, Black would cut at 62, a sacrifice move which would help him a lot.

Black 71. Black should have played first at 73, that is, at 1 in Dia. 6.

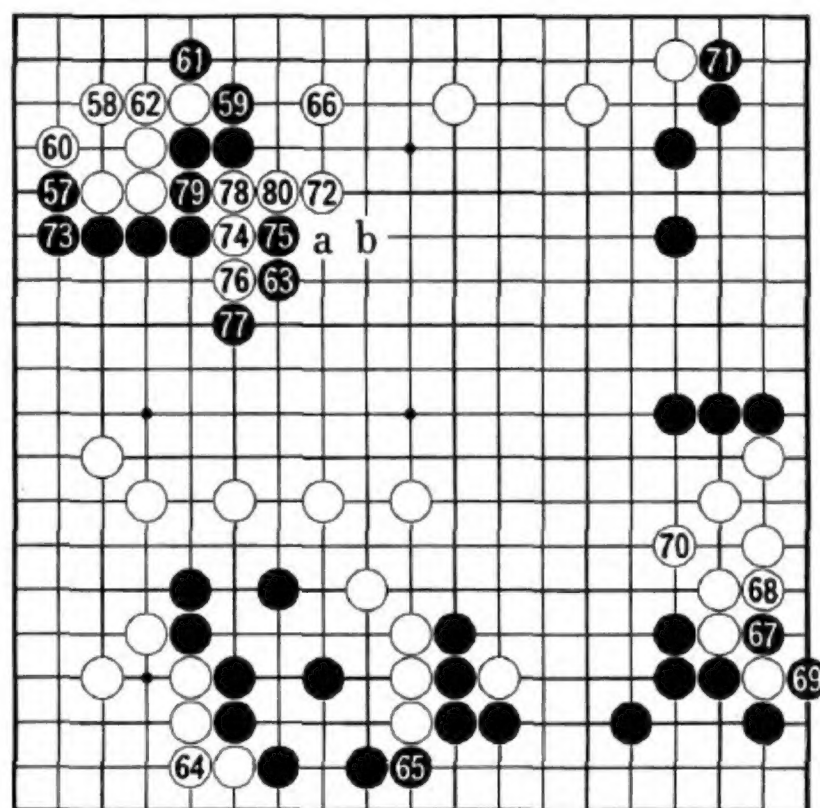
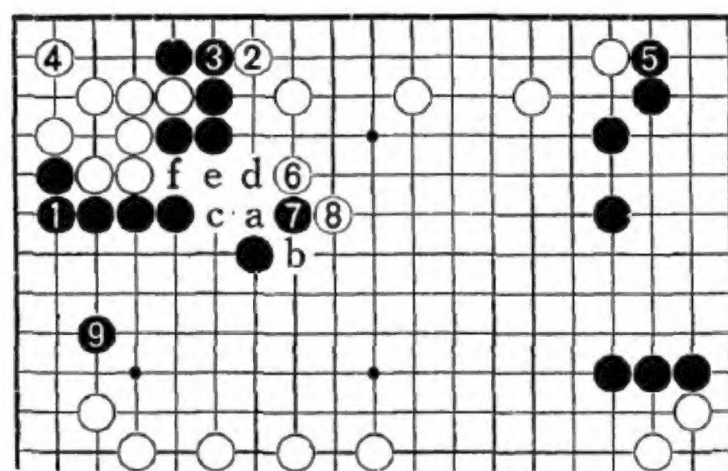


Figure 3 (57 – 80)

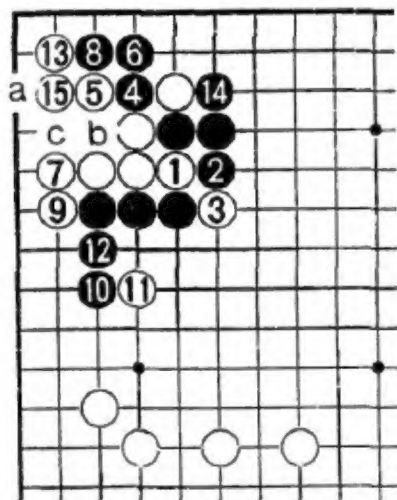


Dia. 6

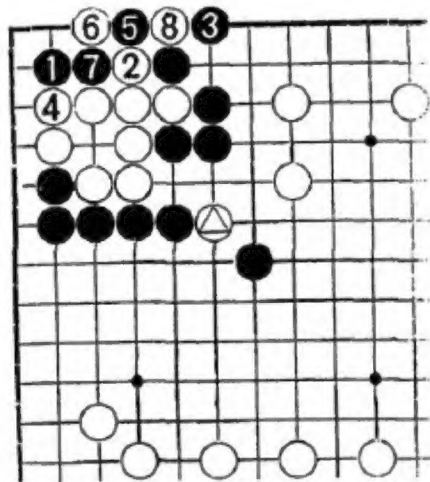
Dia. 6. White forces with 2, but then has to live with 4, at which point Black can switch to 5. If White now plays 6, Black counters with the tesuji of 7, which is sente, then extends at 9. If next White 'a', Black 'b', White 'c', Black saves himself with Black 'd', White 'e', Black 'f'.

Black 73. Since this gives White time to attack at 74, Black should perhaps have been more cautious, defending with Black 'a', White 'b', Black 80.

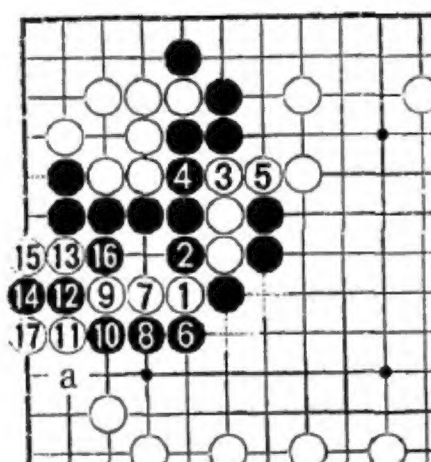
Black 75. Black could start a ko in the corner with 1 to 7 in Dia. 7, but he has no ko threats. Capturing the Δ stone would not compensate for the loss entailed in losing the ko. Black therefore must answer at 75 and 77.



Dia. 5



Dia. 7



Dia. 8

White 78. White would like to hane at 1 in Dia. 8, but Black counters with 2 to 10. Black 12 at 'a' would lose the fight when White connects at 12 (see Dia. 9, next page), but Black has the 'stone tower' squeeze (sekito-shibori) of 12 and 14.

After White 17, Black throws in at 12, ensuring the capture of White 1, 7 and 9.

Dia. 9. If Black makes the mistake of playing at 1 here, White wins the fight with 2 to 8.

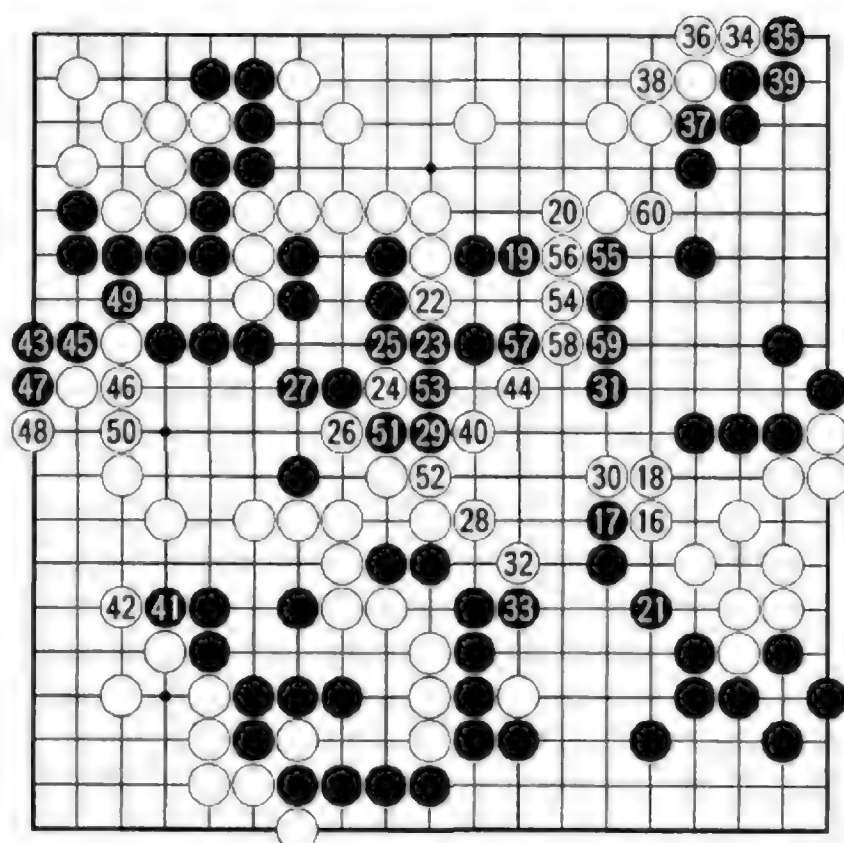
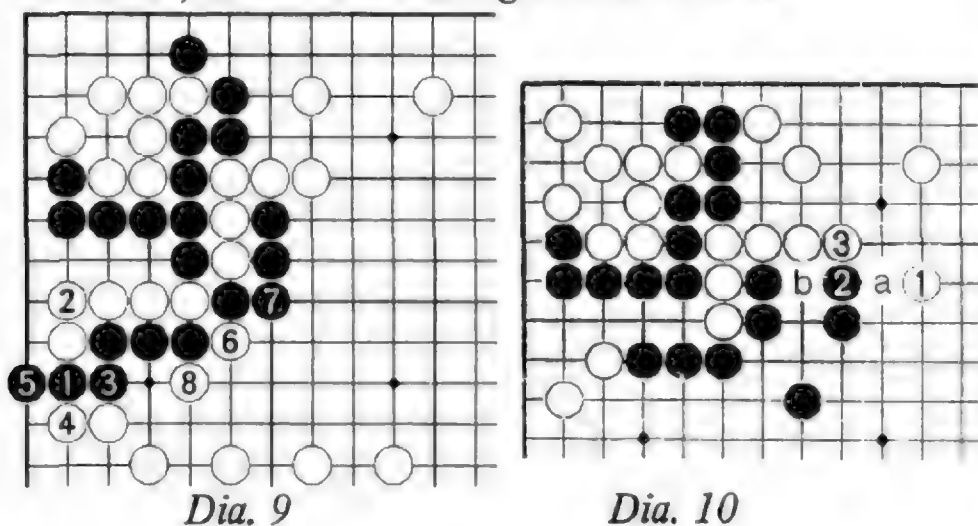


Figure 5 (116 – 160)

Figure 5 (116 – 160)

White 44. White should block at 47. Getting four points in sente here settles the game beyond doubt.

Figure 6 (161 – 219)

The moves in this figure do not affect the result. Kato commented that it was very unusual for him to win a game against Ishida in the endgame. Ishida's forte is the half-pointer and in his old days as Honinbo he would usually come out on top when the endgame started with the players level. He certainly made some uncharacteristic slips, but then one must also commend Kato's sharpness in taking advantage of them.

Black wins by 3½ points. (Note: 'a' is a dame point – neither side gains by playing there.)

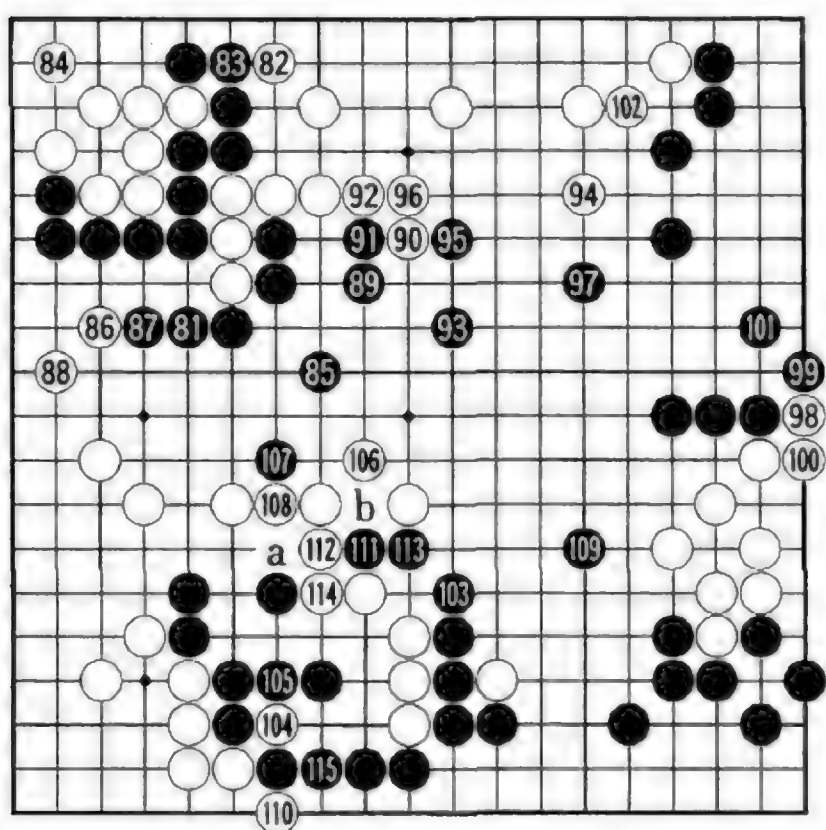


Figure 4 (81 – 115)

Figure 4 (81 – 115)

The fight at the top left finally comes to a halt with 88. Black seems to have had a hard time of it, but actually the result is even. Players following the game were predicting a half-point decision.

White 90. Wrong, according to Takemiya. White should go as far as 1 in Dia. 10. If Black 2, White 3, then White 1 is obviously preferable to White 'a'. Black cannot play 2 at 3 as White 'b' is sente. White 90 gives Black an excellent forcing move at 95.

White 108. White 'a' would be more efficient.

Black 111 and 113 give Black the threat of 'b'. If White had played 108 at 'a', he could answer 111 at 113.

With the cumulative effect of these slack endgame moves, White has fallen behind a little. Black has a lead of perhaps one and a half points now.

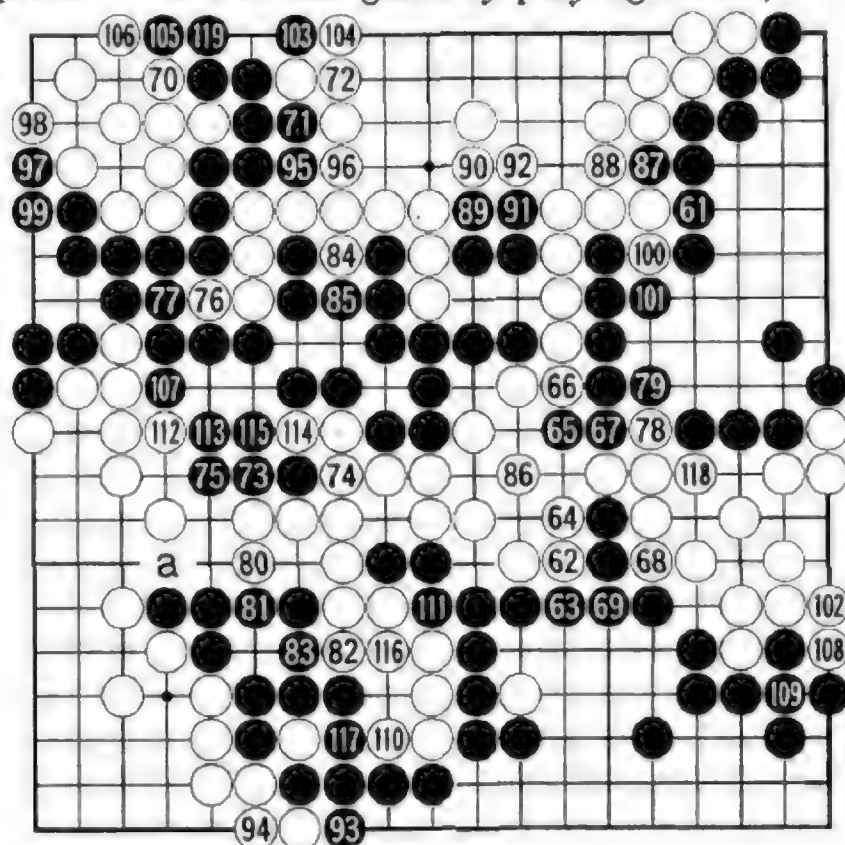


Figure 6 (161 – 219)

Black wins and connects the ko

Special Game Commentary

Abe Yoshiteru 8-dan

2. Fujisawa Hosai v. Ishida Akira

The second game of this series is from the preliminary rounds of the 6th Tengen tournament and it pits the veteran Fujisawa Hosai (born 1919), who is the nephew of Fujisawa Shuko and the uncle of Kojima 9-dan, against Ishida Akira (born 1949), co-author of the latest Ishi Press book, 'Attack and Defense'. In this game Ishida's defensive skills are put to a very severe test, for Hosai is a notably aggressive player.

White: Ishida Akira 8-dan

Black: Fujisawa Hosai 9-dan

komi: 5½; time: 6 hours each

date: 13th December, 1979

Figure 1 (1 – 33). Black goes for influence.

Black 9 etc. Black's aim is to force White into a low position with 10 etc. in order to make White 8 a wasted move.

Black 13 – 17. This sequence strengthens White, so it would usually be held in reserve, but after White 16 and 18, White 8 is clearly too close to White's thickness. In addition, Black gets a superb cut at 21.

White 22. The only move. If White plays 1 in Dia. 1, Black may play 2 and 4 at the top, then attack with 6 to 10. Since Black answers White 'a' with 'b', this fight looks bad for White.

Black 25. This corner profit represents Black's

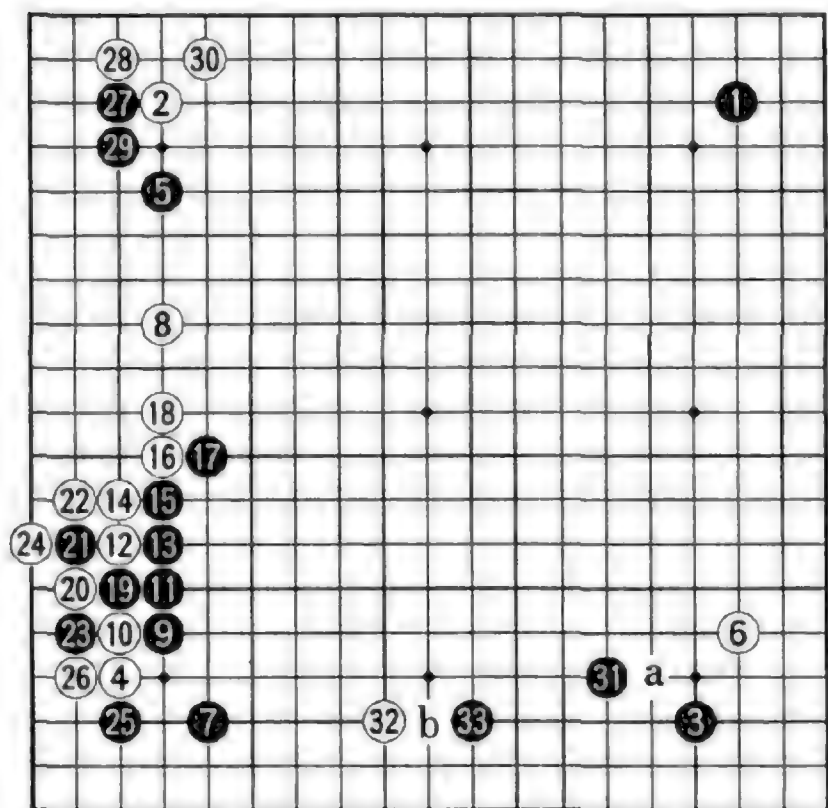
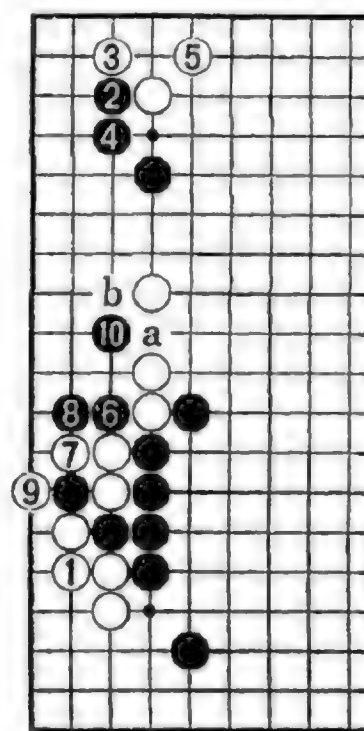


Figure 1 (1 – 33)



Abe 8-dan



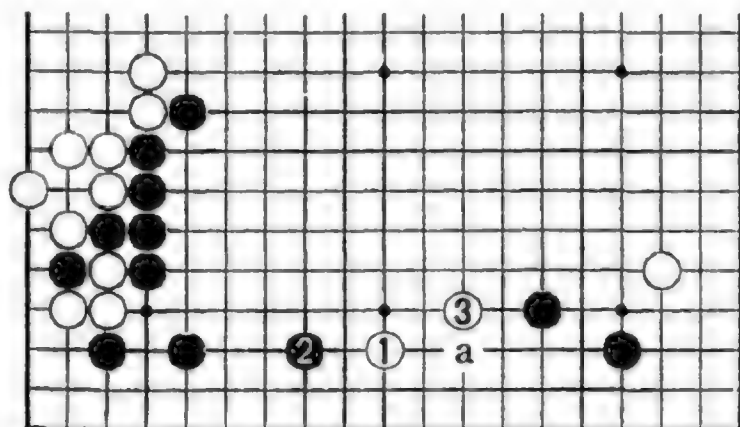
Dia. 1

gain from the cut at 21.

Black 27, 29. The usual precondition for these moves is that Black can extend down the side after 29, but here White 8 is in the way. Black presumably regards these moves as forcing moves, designed to prevent White from attacking at 29.

Black 31. A good guess. If Black 'a', White 'b' would be perfect.

White 32. Abe commented that he would prefer to play White 1 in Dia. 2. If Black 2, White extends to 3 or 'a'.



Dia. 2



Fujisawa Hosai

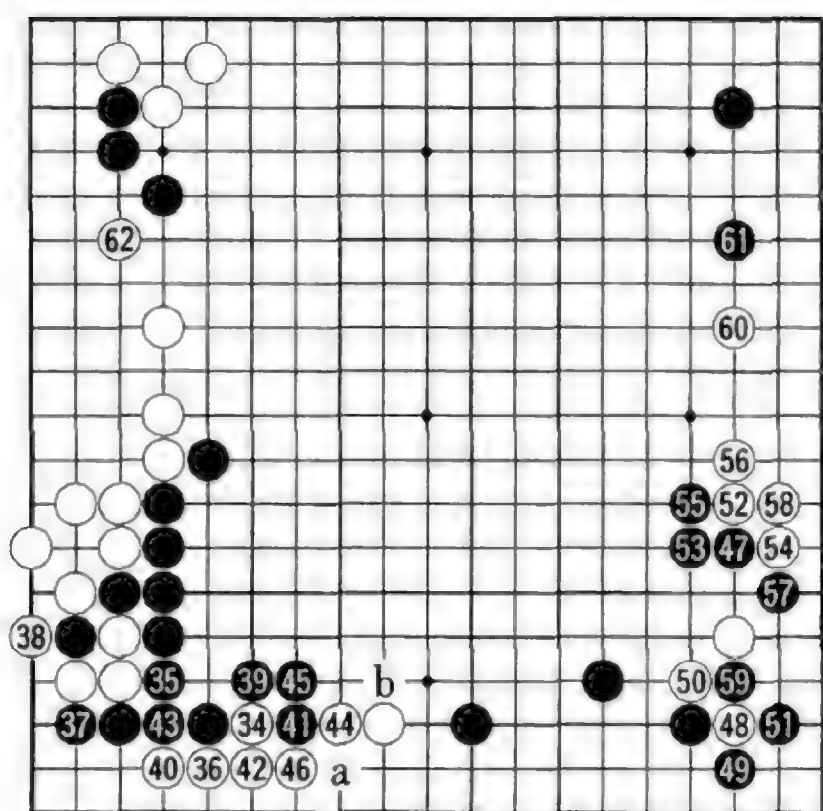


Figure 2 (34 - 62)

Figure 2 (34 - 62). *Black plays aggressively.*

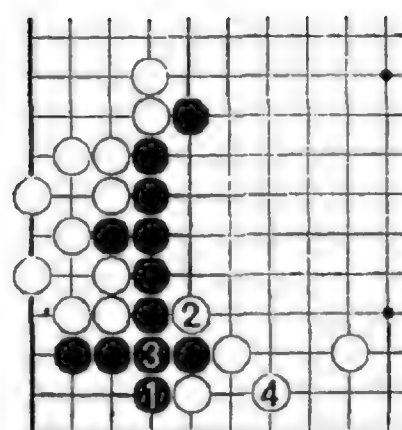
Black 39. Black 1 in Dia. 3 would make it too easy for White to settle his group.

White 44. If White just crawls at 46, Black forces with 44, White 'a', Black 'b'.

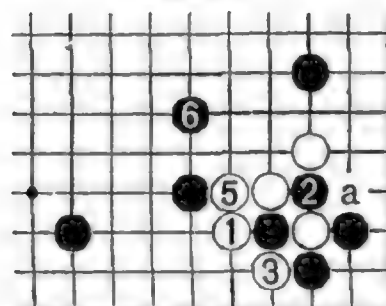
Black 47 - 51. The severest moves. If Black played 51 at 1 in Dia. 4, White would switch to 2 and 4 at the top. If Black then played 'a', White could counter with 'b'.

White 52 is a tesuji. White intends to cut if Black hanes at 55. White decides against playing 1 in Dia. 5, because after the sequence to 6 he would be in for a difficult fight. Incidentally, if you have trouble deciding whether White 3 should be the atari here or at 'a', the rule is to play on the side where you made the last move, which in this case is 1.

Black 55 is an important move. If Black answers immediately at 1 in Dia. 6, White will be able to



Dia. 3

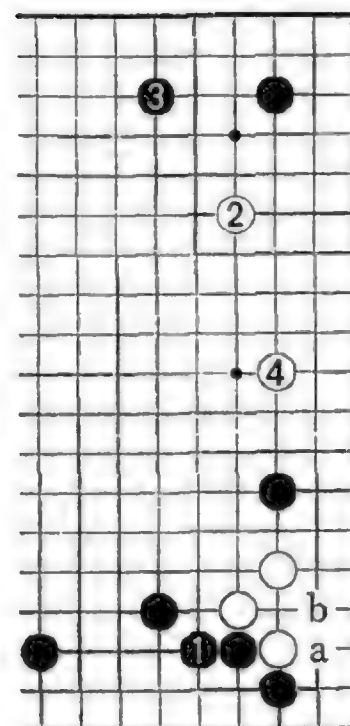


Dia. 5 4: connects

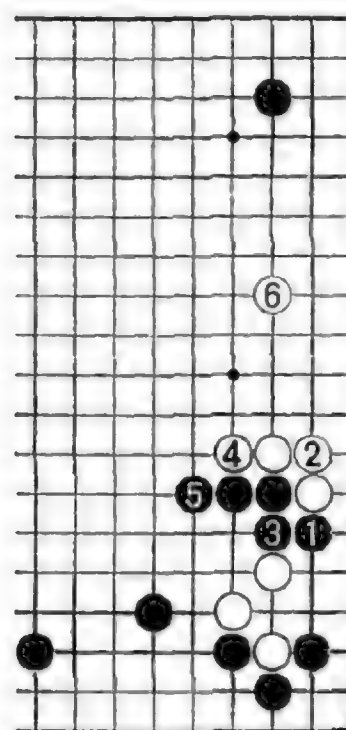
play 4 in sente, then make an excellent extension to 6.

The result to 59 is good for Black. His aggressive strategy is paying off.

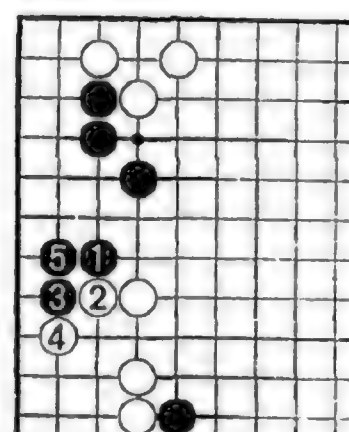
Black 61 is another severe move. Since Black only has three weak stones on the board, some players would hasten to settle them with 1 to 5 in Dia. 7, but Hosai is confident that he can deal with White's attack at 62.



Dia. 4



Dia. 6



Dia. 7

Figure 3 (63 - 100). *Tough fighting for White.*

White 68 is a do-or-die move, but Black has a clever counter with 69 to 73. The usual move for Black 69 would be 1 in Dia. 8, but after White pulls back at 2 and cuts at 4, Black will have trouble looking after his group.

White 80. If White connects at 81, Black plays 'a', White 'b', Black 'c'. White then has to play 86, but Black lives neatly with 'd', making the 'comb' shape.

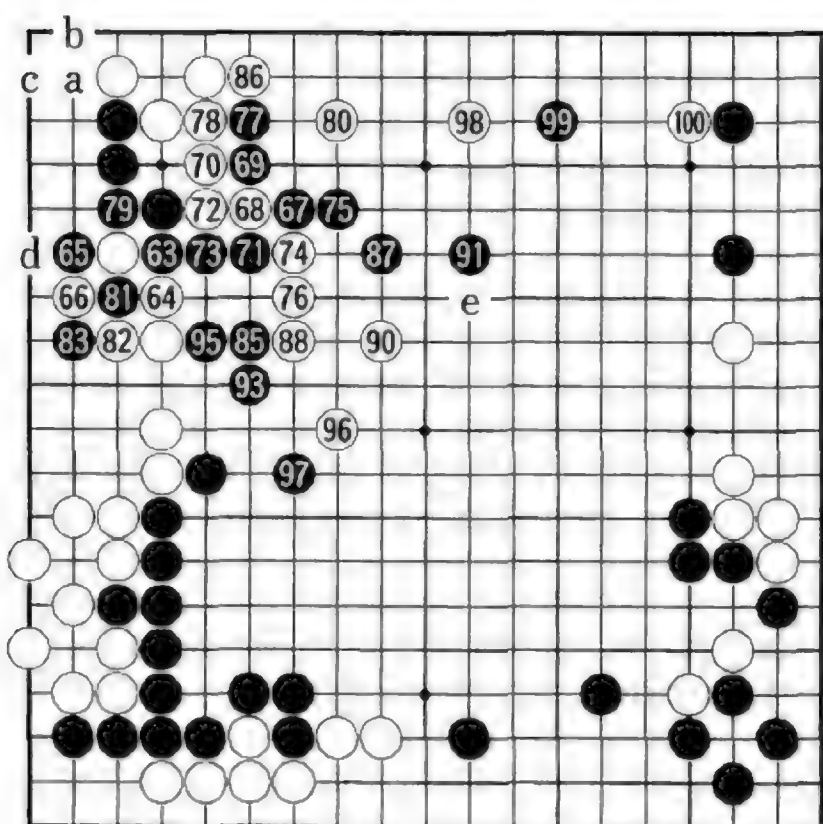
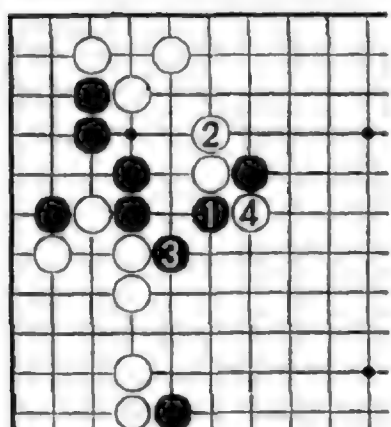
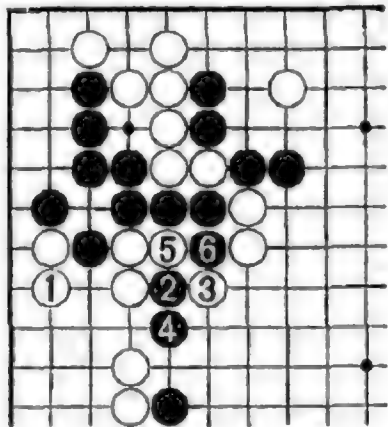


Figure 3 (63 - 100)
ko: 84, 89, 92; 94: connects at 81



Dia. 8



Dia. 9

White 82. Avoiding a ko by pulling back at 1 in Dia. 9 might seem preferable but would actually be dangerous, as Black has the contact play tesuji of 2. White would have a tough time in the fight after 6.

Black is thus able to start the ko with 83. Since he can use moves such as 85 as ko threats, he is not seriously worried. He could dissolve the ko with 91, but he prefers not to permit White 'e'. White abandons hope of killing Black as the latter has too many ko threats in the vicinity. He thus connects the ko instead of cutting above 85.

Figure 4 (101 - 163). The coup de grace

Black 5. Black leads out his group while attacking White's centre group.

White 14, preventing Black 18 - White 17 - Black 'a', is large.

Black 21, stabbing White's group in the side, is severe. Even if White survives this attack, he cannot hope to win the game.

The sacrifice with 27 works brilliantly for Black, as it enables him to take territory with 31 to 35 while continuing his attack on the whole group.



Ishida Akira

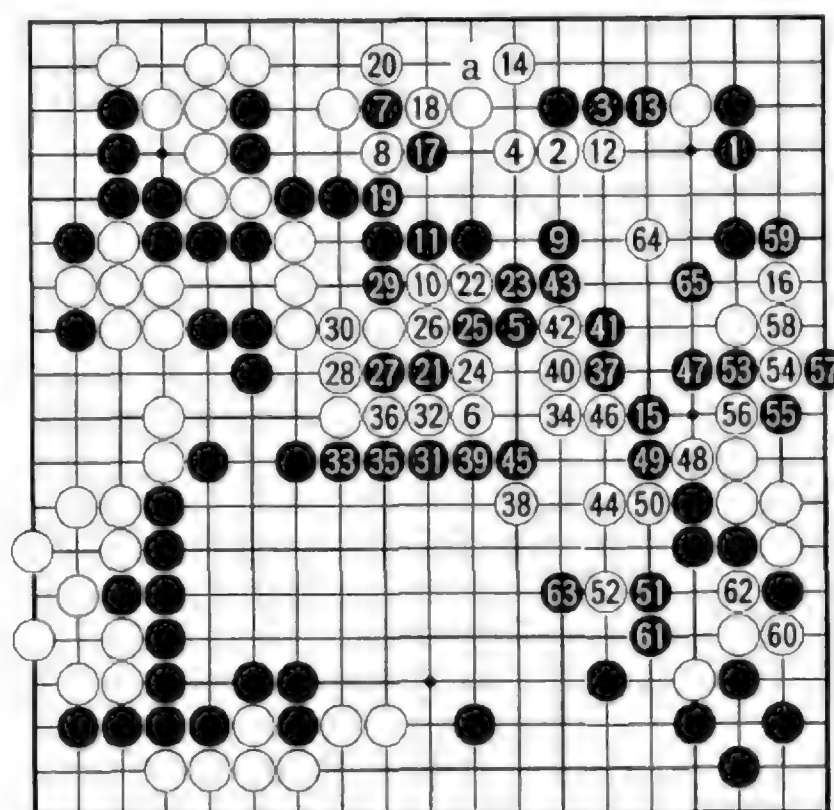
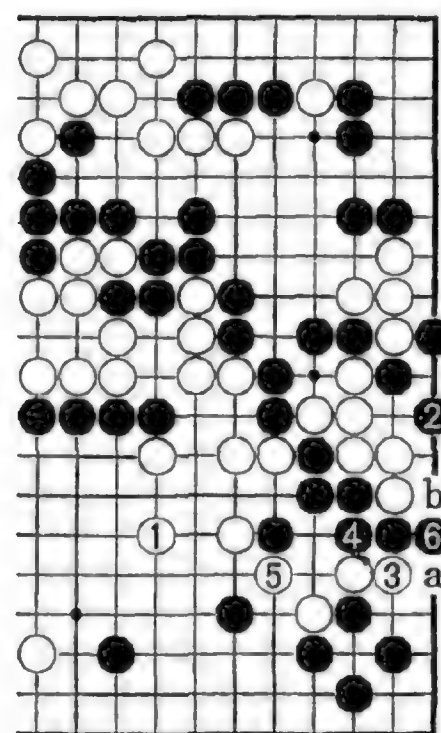


Figure 4 (101 - 163)



Dia. 10

Despite White's scramble to save both his groups, one or the other is doomed to destruction. White 60 and 62 save the one on the side, but

after 63 the one in the centre is beyond help.

White 60. If White defends the centre group with 1 in Dia.10 (page 11), Black kills the group on the side with 2. Black 6 makes miai of 'a' and 'b'.

From first to last this game was dominated by Black's aggressive fighting style. It is a textbook example of how to play attacking go.

White resigns after Black 165.

Failure of a Large Moyo

Shiraishi v. Fujisawa Hosai

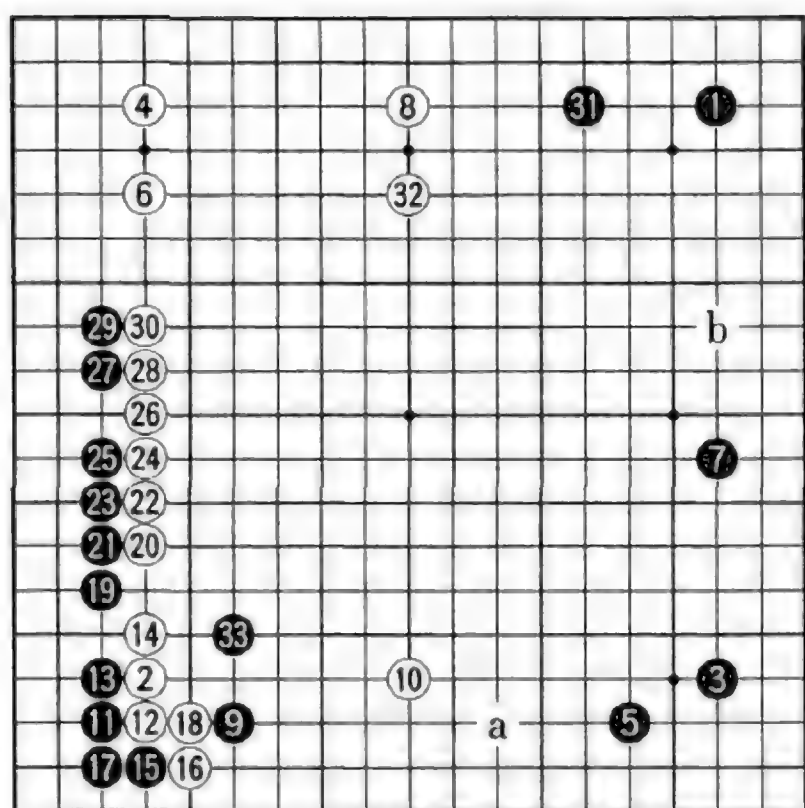


Figure 1 (1 - 33)

In the figure above Black has crawled right along the third line, letting White build a solid wall more than half way up the board. Letting the opponent get such overwhelming central influence is unorthodox, but Fujisawa Hosai, who was Black, has complete confidence in his ability to devastate a moyo. The way in which he later stormed into White's moyo makes this the most spectacular game from the early rounds of the 35th Honinbo league.

White: Shiraishi Yutaka 9-dan (Kansai Ki-in)

Black: Fujisawa Hosai 9-dan

komi: 5½; time: 6 hours each

date: 17th January, 1979

Figure 1 (1 - 33)

Black 33. Hosai chooses to attack the moyo at the root. The more peaceful moves of 'a' and 'b' would also be possible.

Figure 2 (34 - 70)

Black 37. Other possibilities are Black 38, Black 'a' and Black 'b'.

The black sequence to 41 only takes care of one part of White's moyo, which promptly springs

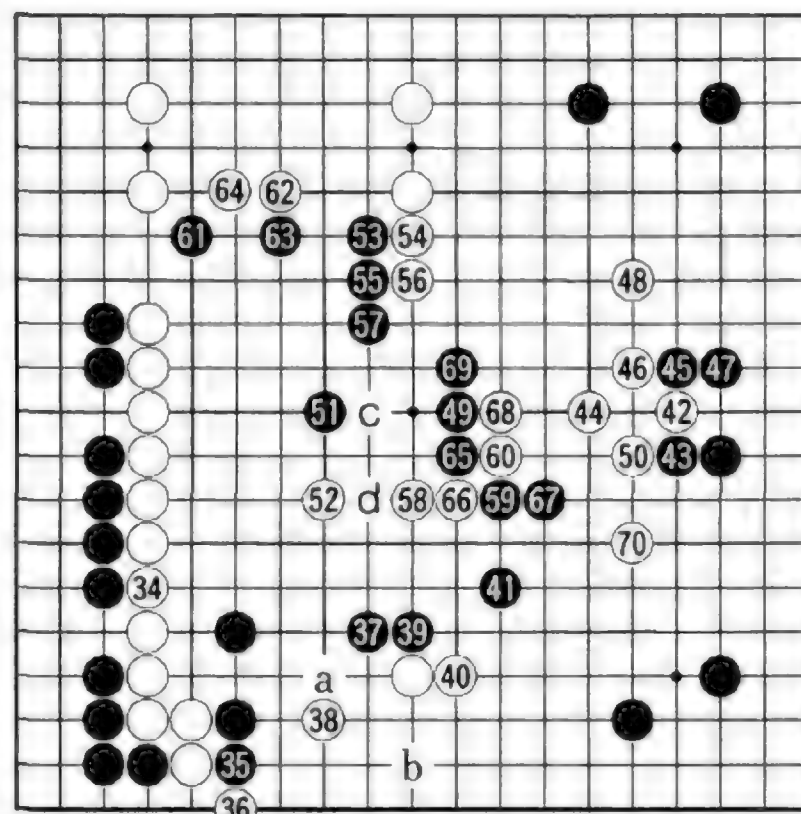


Figure 2 (34 - 70)

back almost to its original size with 42 to 48, moves which also hold in check Black's right side potential.

Black responds with a direct challenge to White's wall with 49 and 51. Haruyama 8-dan commented that a player with less confidence in his fighting power would play more prudently, for example, with 49 at 65, or 51 at 'c', or 53 at 'd'. Black 53 shows that Black is determined to eradicate the moyo.

White decides to call Black's bluff with 60 etc. After White 70, Black has two groups to settle.

Figure 3 (71 - 100)

Black 71 - 77. Preparation for attacking the three white stones in the centre. However, with 81 Hosai changes his mind. The temptation he was struggling with is shown in Dia. 1.

Dia. 1. Black attacks the centre stones with 1 but is unable to capture them, for White ends up a move ahead in the capturing race (semeai). However, Black uses the wall he has built to attack the large white group which had originally

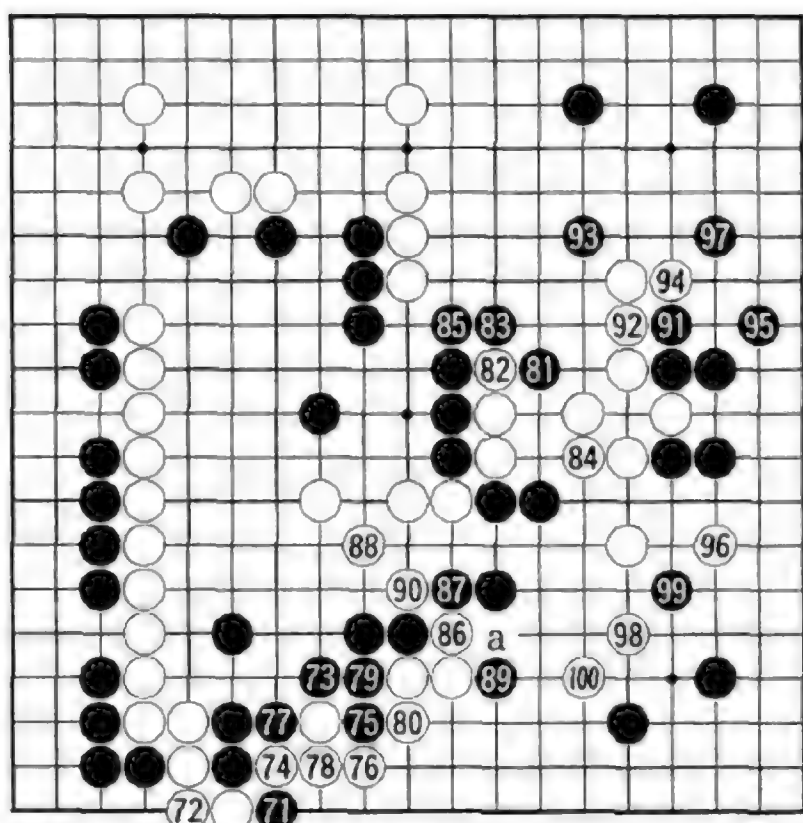


Figure 3 (71 - 100)

made up one half of his moyo. If White answers correctly, he can also save this group, but Black is able to move into White's top area with 51 to 55. This would give a close game, but after working out the whole sequence Hosai rejected it because it did not deliver the knockout punch he was looking for.

Hosai is renowned for his tenacious analysis in the middle game. Even in positions which other players regard as 'unreadable' and just rely on their intuition, he tries to work out every last detail. However, it's easy to see why he spends so much of his time in byo-yomi when there are icebergs like the sequence in Dia. 1 submerged below the surface of his game.

Black 89. If Black connects at 90 (or one space to the left), he will have trouble getting life for this group, so he resolutely decides to sacrifice it. Black 89, setting up the sente move at 'a', is preparation for attacking the white group on the right.

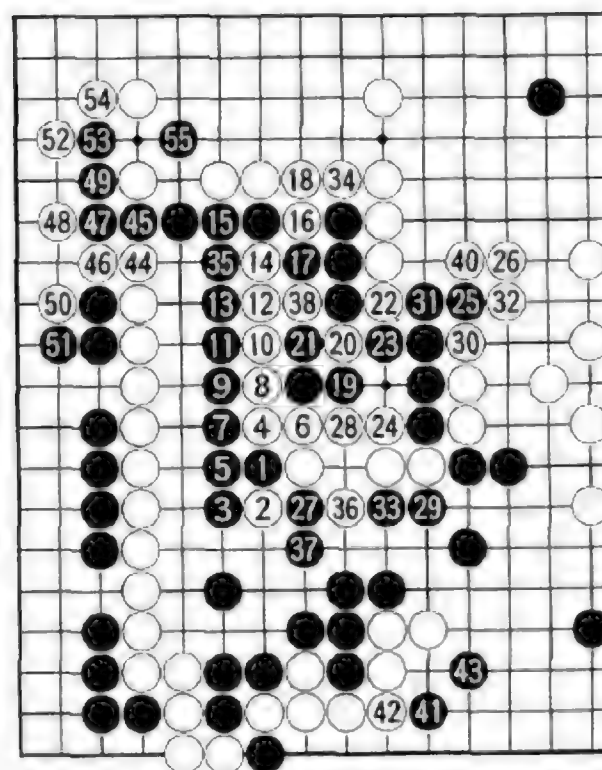
Black 95. Hosai commented that attacking at 96 might have been simpler.

Figure 4 (101 - 127)

White 4. White could live with 1 etc. in Dia. 2, but at the cost of letting Black bring his captured group back to life, catching four white stones in the process. Since this would be a lost game for White, he preferred to go for all or nothing with 4.

White 18. White apparently overlooked Black's clamp at 21 (if White 'a', Black 'b'). His group is doomed.

White resigns after Black 127.



Dia. 1 39: connects

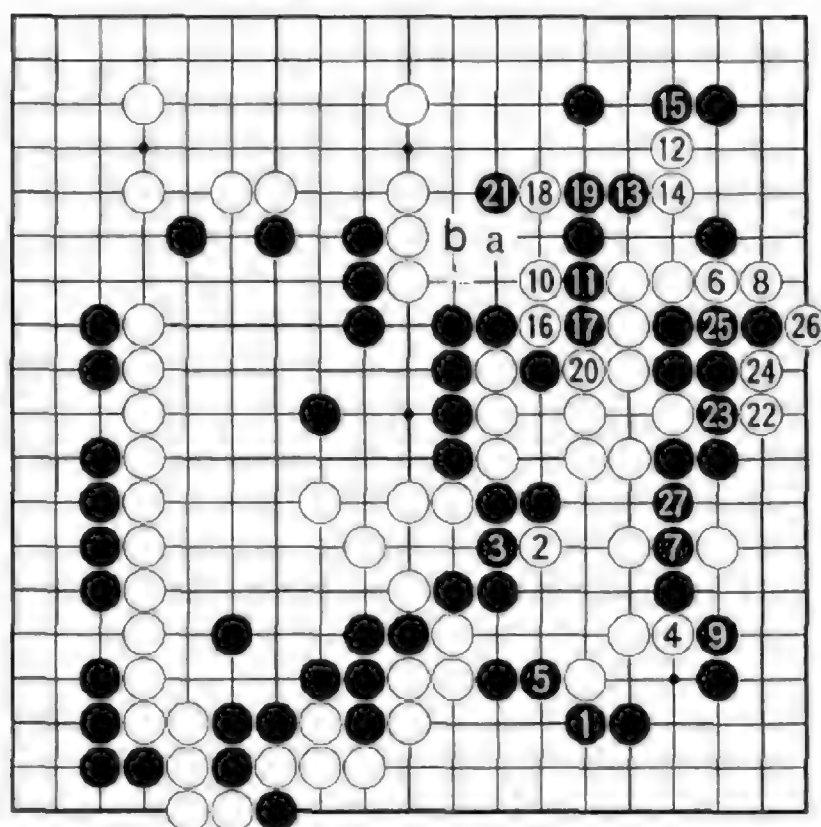
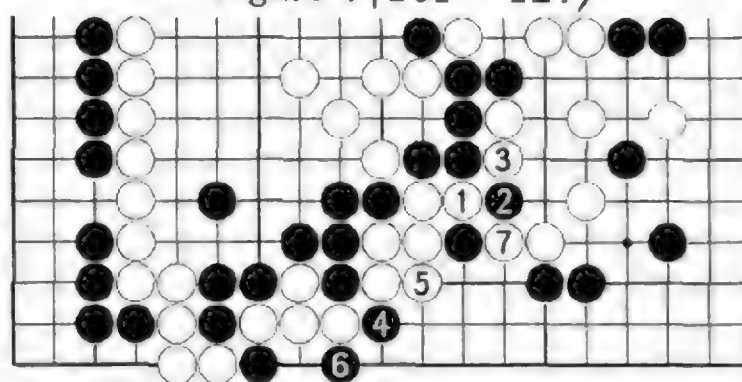
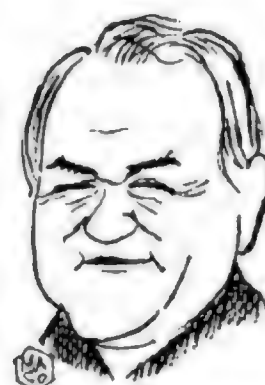


Figure 4 (101 - 127)



Dia. 2



5th Tengen Title

After years of besting his seniors in tournament go, Kato Masao found himself in the ironic position in the Tengen final of facing an opponent who was more than a decade his junior. Kato himself challenged Rin Kaiho for the 24th Honinbo title in 1969 at the tender age of twenty-two, but Kataoka lowered this record by nearly a year when he won his way to the final of last year's Tengen tournament. In the overall tournament scene, Kataoka is the most successful member of his age-group (close rivals are Yamashiro Hiroshi 6-dan and Kobayashi Satoru 6-dan) and he looks a certainty to take a title in the future. Although nobody really expected him to win this match, one can be sure that Kato was not taking victory for granted.

To date, the Tengen has been the only one of the major tournaments not run on the challenger system, with the winner one year defending his title the next. This means that the winner starts out all over again in the final preliminary round in the next tournament. However, the Tengen is switching over to the challenger system after this match, which makes winning the title this time all the more valuable.

Game One

White: Kataoka Satoshi 5-dan

Black: Kato Masao, Honinbo, Judan, Tengen & Oza komi: 5½; time: 6 hours each

date: 21st November, 1979

Figure 1 (1 – 32)

Black 25 etc. This joseki is quite popular recently and also appeared in the first game of the Oza title, given in our previous issue. In that game Ishida played 30 at 'a'.

Kobayashi Koichi: 'White 30 is a very calm move. I would play 'a' automatically. Probably nine players out of ten would opt for 'a'.'

White 32. This invasion is the only move, according to Kataoka. He had expected Black to extend to 'b' at the top to prevent it, in which case he planned to play 'c' at the bottom.

Figure 2 (33 – 56)

Black 33, 35. Since White is already solid here, Black does not mind making him even more solid. However, Kato regretted Black 37. Instead –

Dia. 1. Black 1 is the only move. With the sequence to 5, Black moves into the centre much

Tengen Title Winners

1st Tengen (1975): Fujisawa Shuko (defeated Ohira Shuzo 3–1)

2nd (1976): Kobayashi Koichi (defeated Sugiuchi Masao 3–1)

3rd (1977): Shimamura Toshihiro (defeated Sonoda Yuichi 3–1)

4th (1978): Kato Masao (defeated Shuko 3–1)

5th (1979): Kato (defeated Kataoka Satoshi 3–0)

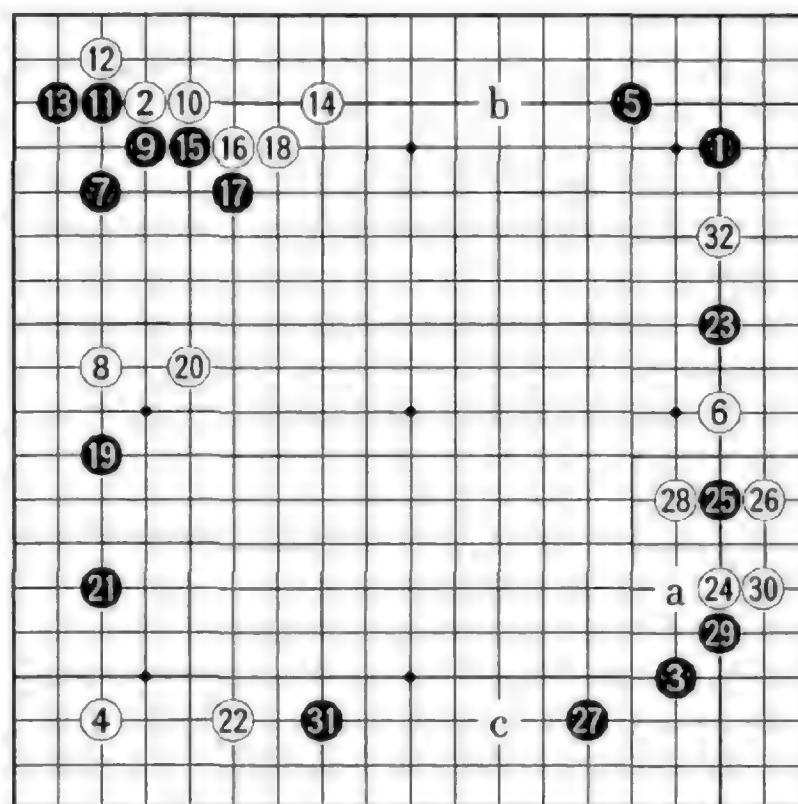


Figure 1 (1 – 32)

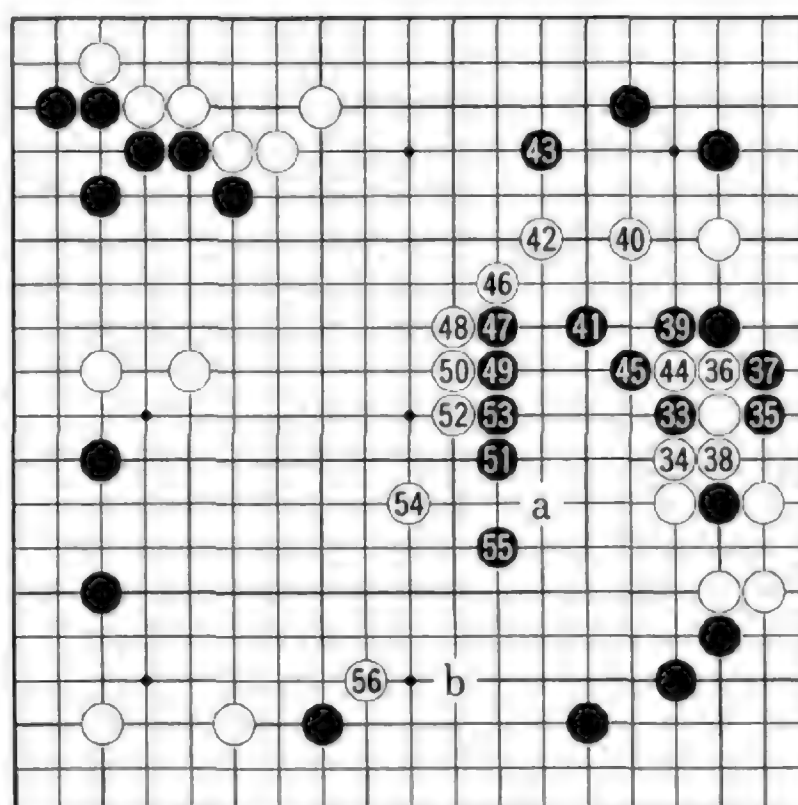
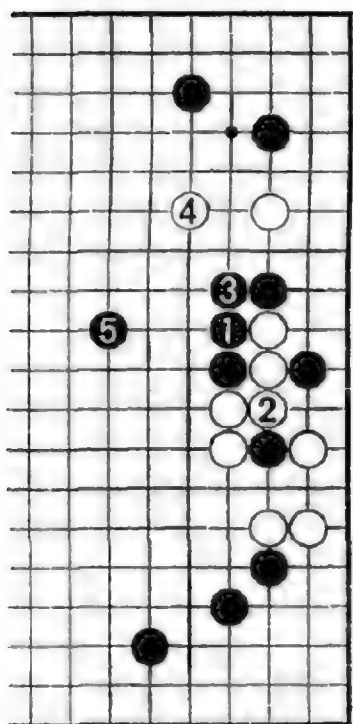


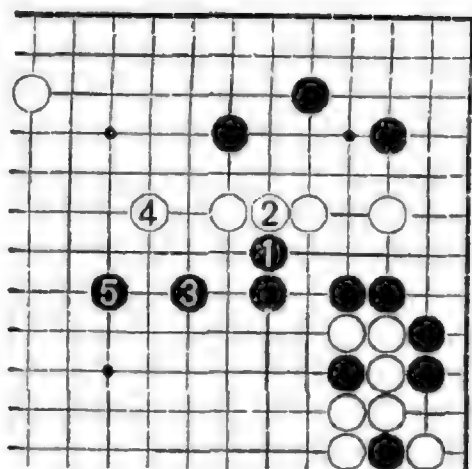
Figure 2 (33 – 56)

more rapidly than he does in the game.

White 40, 42. Kataoka was satisfied with his opening when he succeeded in moving out into the centre ahead of Black. However, he promptly went wrong himself with 44. This move is not im-



Dia. 1



Dia. 2

mediately necessary, but fortunately Kato also erred in answering at 45. If he had switched to the peep at 1 in Dia. 2, he would have moved ahead of White in the race to the centre.

With 47 etc., Black is forced to escape through the centre on dame points, while White builds useful thickness. White is clearly doing well.

Black 53. Kato commented that perhaps he should have played at 'a'. White would still have played 54, but then Black could have defended the bottom with 'b'. After 53, defending against 54 with 55 is obligatory, so White gets the chance to make a very severe attack at 56.

Figure 3 (57 – 88)

Black 57. Black 'a', provoking White 85, would only help White's splitting attack.

Black 61. Black has to counterattack; if he

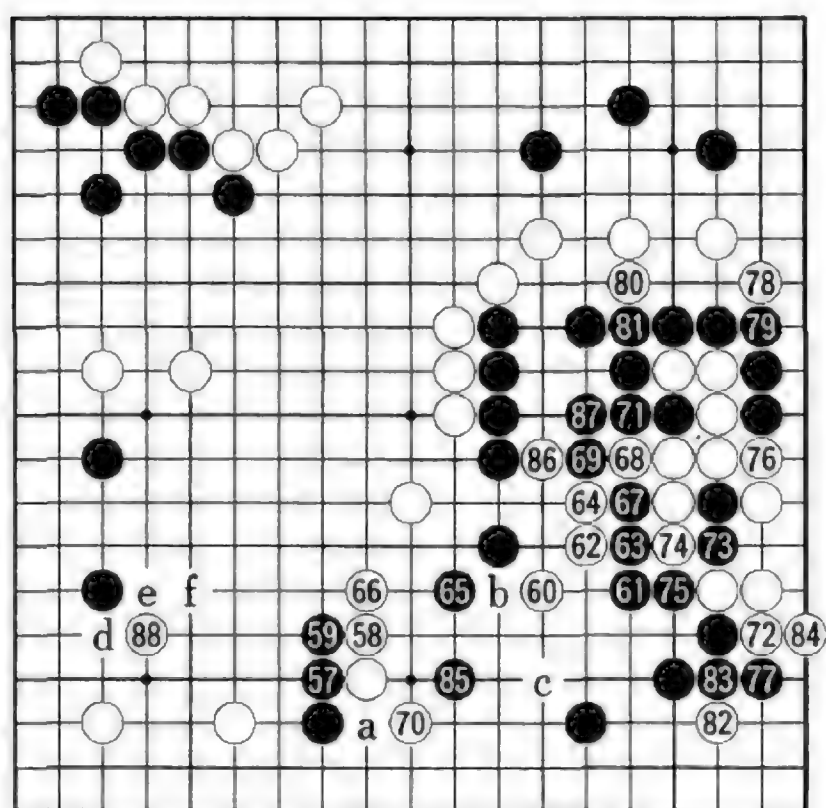
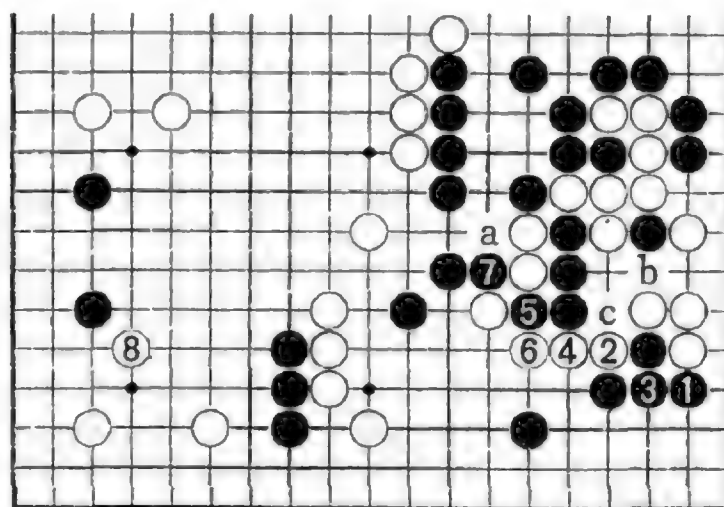


Figure 3 (57 – 88)



Kataoka Satoshi 5-dan

Born 3rd August, 1958. Disciple of Sakakibara 9-dan. Became an insei in 1968, made shodan in 1972. Reached 5-dan in 1977. Had a 26–8 record in 1978 and 25–15 last year.



Dia. 3

played 'b', White would gladly jump to 'c'.

The exchange of 65 for 66 is a gain for White, so he changes direction with 70. His attack on the centre group was a feint – his real aim is the three black stones at the bottom and the two at the bottom left.

When Black connects at 71, White has to get a second eye on the side. Black 73 next is a clever sacrifice. Instead –

Dia. 3. If Black simply blocks at 1, White lives in sente with 2 to 6, then switches to 8 for an easy win. If Black 'a', White lives with 'b'; even if Black cuts at 'c' next, he cannot capture these stones cleanly. This whole result would be quite a contrast to Black 85 in the figure.

Black 85 is a large move, but White 88 promises to be even larger. Kataoka scented victory when he played here. If Black 'd', White 'e'; if Black 'e', White 'f' – either way would help White.

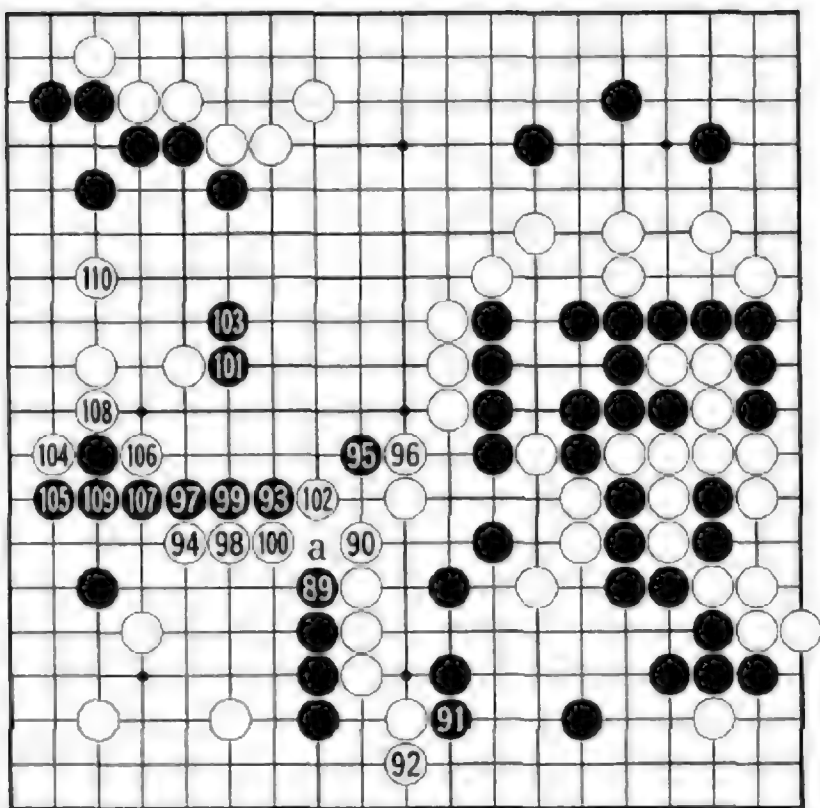


Figure 4 (89 - 110)

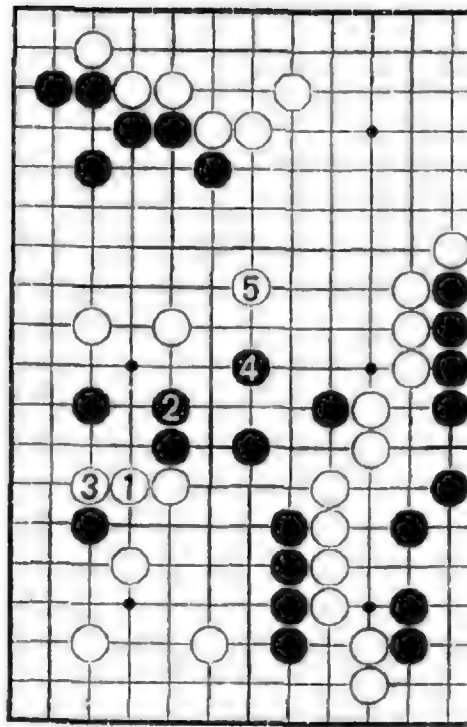
Figure 4 (89 - 110)

White 96 is a missed opportunity. White should have kept sente with 1 in Dia. 4, then continued his attack with 3 to 7. This would greatly weaken the two stones on the side while keeping up the pressure on the centre group.

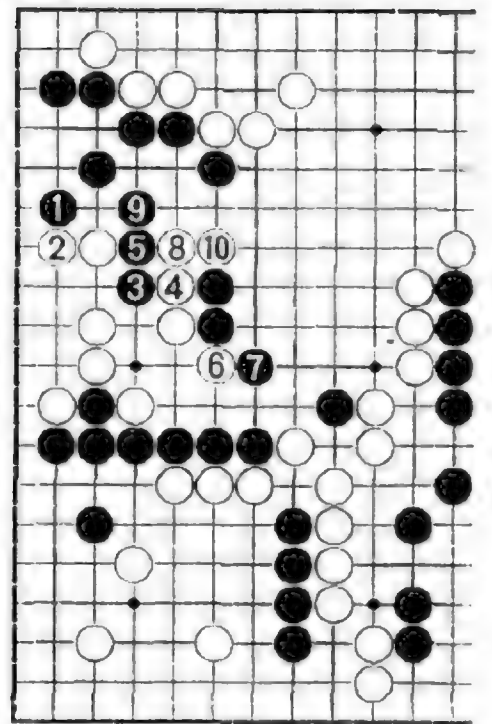
White 98 is a more serious slip, however, Kato, who had been playing in a mood of desperation for the last dozen moves or so, was grateful for this attempt to capture the four stones at the bottom.

Dia. 5. White should have played 98 at 1 here. Black has little choice but to defend at 2, so White can descend at 3. This would put him ahead in territory, while also enabling him to continue his attack on the whole black group with 5.

Black 101 is severe: suddenly the roles of attacker and defender have been reversed. Black 101



Dia. 5



Dia. 6

threatens to move out at 'a' and also to attack the two white stones on the side.

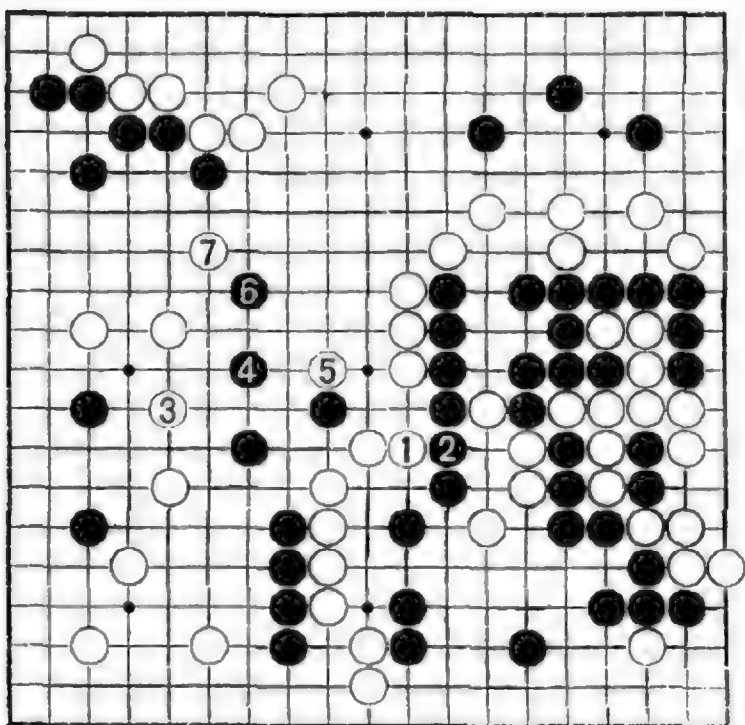
White 102 is a bad-aji move, as will be seen later. Even now, the game would still not have been so bad for White if he had connected solidly at 'a'.

Black 103. Kato was convinced that he had upset White's lead when he extended here. The comparison with Dias. 4 and 5 shows how painful it is for White to have to scamper for life on the side with 104 to 110. White has wasted some precious opportunities to clinch the game.

White 110. White is just barely alive. If Black attacks with 1 and 3 in Dia. 6, White counters with 4 etc. After 10, White cannot be caught.

Figure 5 (111 - 130)

The professionals following the game agreed that Black had taken over the lead. However, they



Dia. 4

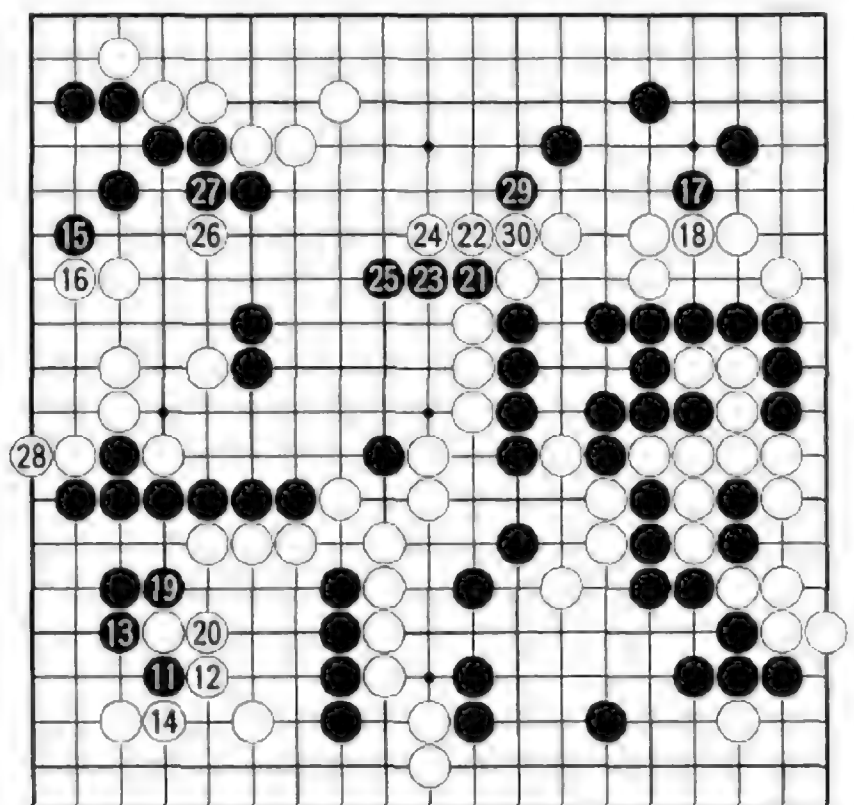
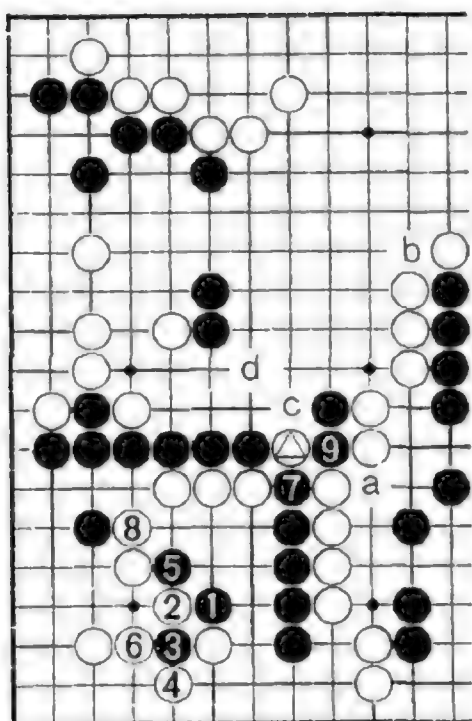


Figure 5 (111 - 130)



Dia. 7

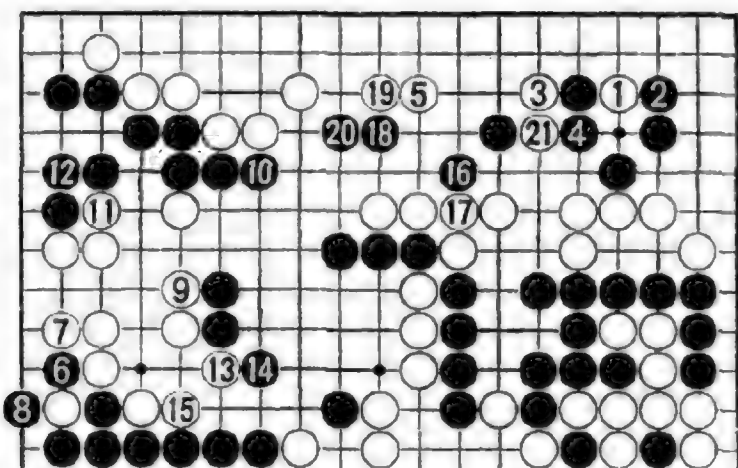
were startled when Kato played 11 and 13. There was a clever tesuji here which neither Kato nor Kataoka noticed but which was discovered by Ishigure 8-dan. Instead of 11 –

Dia. 7. Black can make a severe attack with the combination of 1 and 3. If White 4, Black cuts at 7, forcing White 8 (otherwise White's core stones are captured), then cuts at 9. White would collapse: he has cutting points at 'a' and 'b', while he cannot escape with 'c' as Black 'd' is sente against the group on the side.

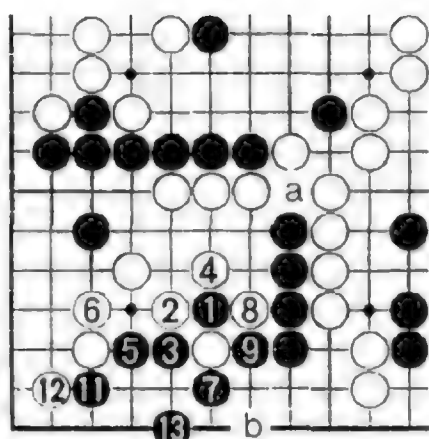
Dia. 8. If instead White plays 4 on top, Black is able to live with the sequence from 5. After 13, Black has the cut at 'a', so White cannot capture him (Black could also live with 11 at 'b').

The game would have been over immediately if Kato had spotted the combination of 1 and 3 in these diagrams. This was part of the reason why White 102 was so risky. However, Black 11 and 13 in this figure nicely eliminate White's bad aji for him.

White 28 is a slack move. If he were ahead, White could play a leisurely move like this, but since he is behind, he has to launch a challenge. Fujisawa Hosai suggested the sequence in Dia. 9.



Dia. 9



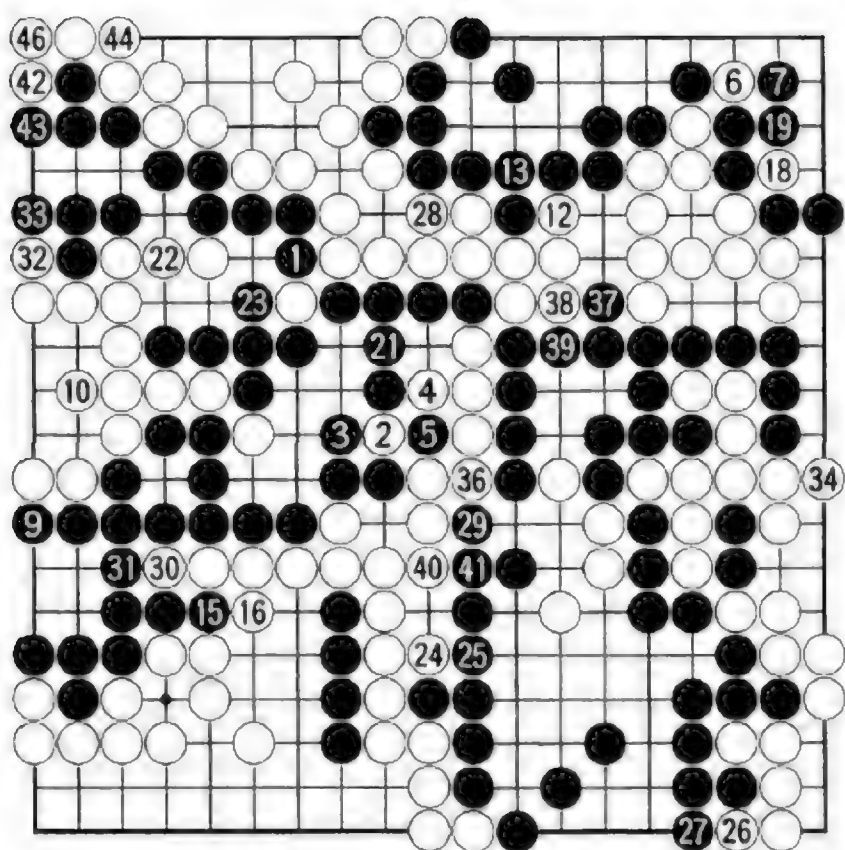


Figure 7 (201 - 246)

ko: 108, 111, 114, 117, 120, 135; 145: connects (at 102)

Figure 7 (201 - 246)

Kato must have been just a little surprised to encounter such strong opposition from his youthful opponent. Considering that this was Kataoka's first game in a major title match, he need not be ashamed of his performance. It is no mean feat to put the aggressive Kato so completely on the defensive. The close opening game suddenly generated a lot of interest in the Tengen playoff.

Black wins by 4½ points.

('Kido', January 1980)

Game Two

White: Kato Masao

Black: Kataoka Satoshi

date: 28th November, 1979

Figure 1 (1 - 33)

Black 19. Black could also make the game a contest in moyos by playing at 33 (White would attach at 'a').

White 20 is a severe move denying Black a base. White 'b' used to be the automatic answer in this formation, which is almost the same as the Chinese-style pattern, but it makes it too easy for Black to settle himself with contact plays at 'c' and 'd'. The sequence to 25 here has become popular recently.

Black 29, 31. Pushing along the fifth line is usually frowned upon, as it gives the opponent too much territory. Here there is the additional disadvantage that White 32 restricts Black's moyo potential on the right side, so perhaps

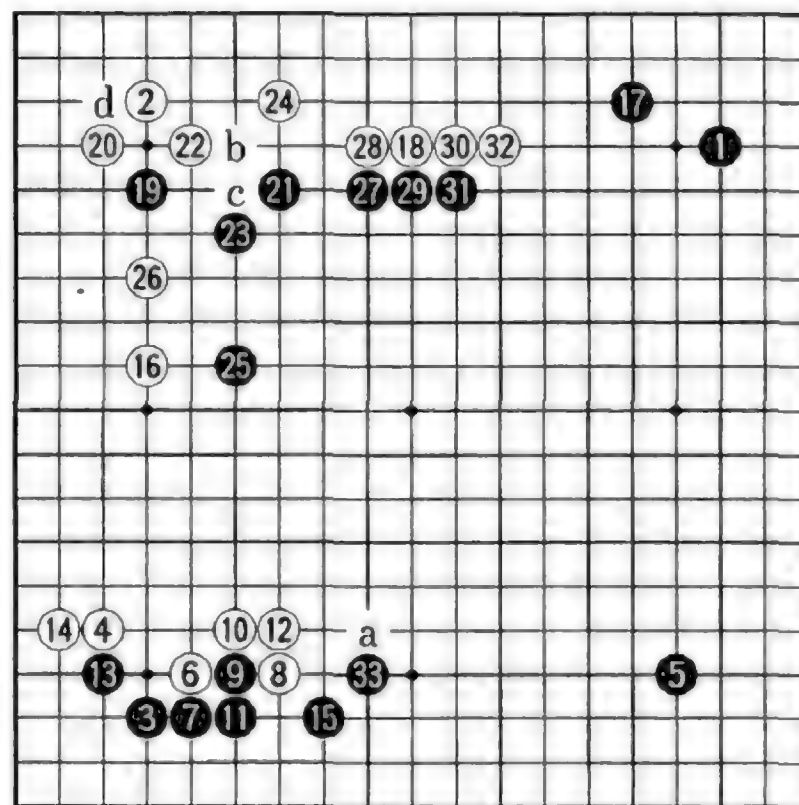


Figure 1 (1 - 33)

Black should have omitted 29 and 31 and played at 33 immediately.

Figure 2 (34 - 60)

White's precipitate attack with 34 took Kataoka completely by surprise. However, it seems to have been an overplay. After the game Kato agreed with Kajiwara's theory that he should have invaded at 1 in Dia. 1.

Dia. 1. The sequence here is a rather high-level strategy. White invades at 1, letting Black build up thickness on the outside. White then proceeds to make this thickness over-concentrated with the sequence from 13. Kajiwara contended that the position would be favourable for White after 23.

A difficult fight starts after both sides extend

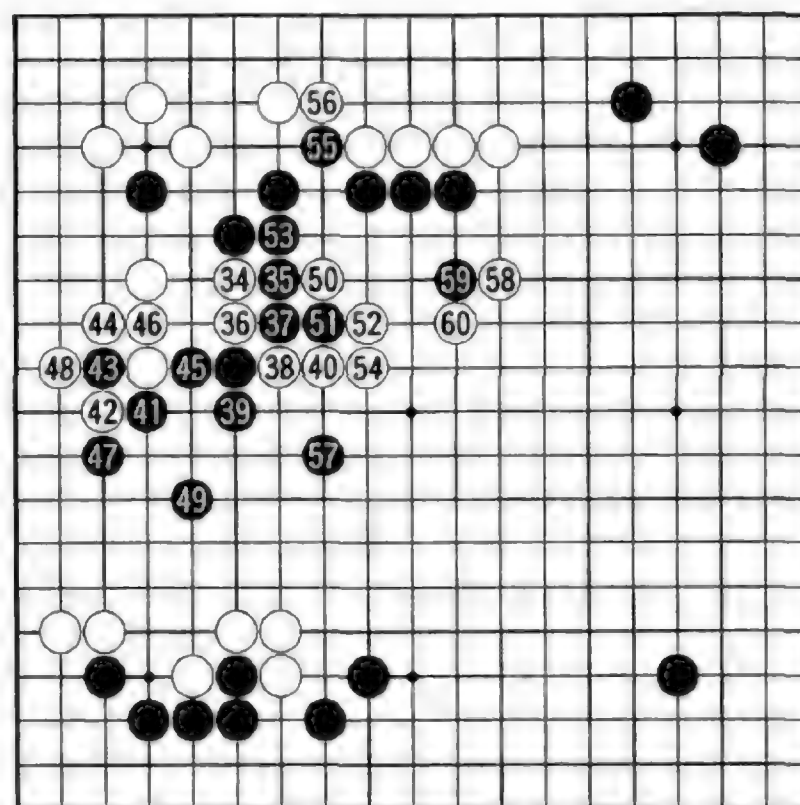
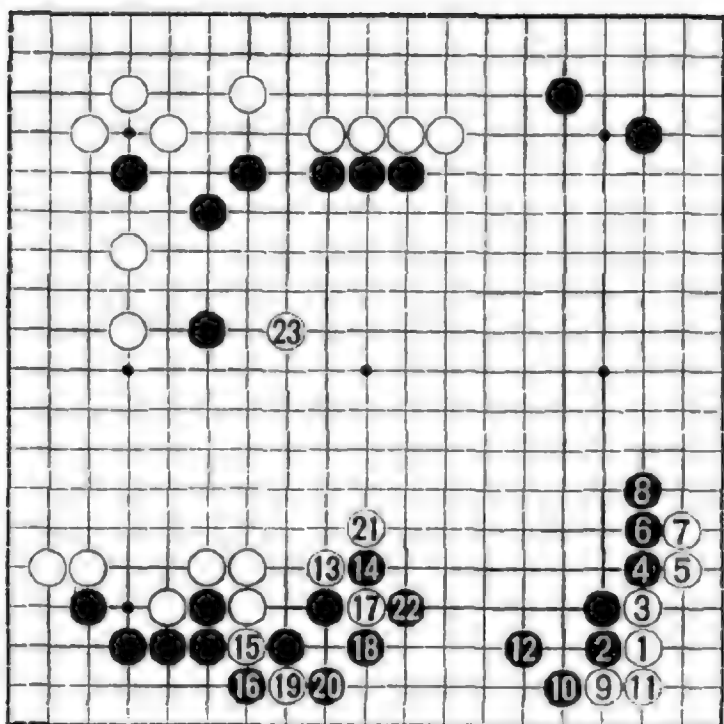


Figure 2 (34 - 60)

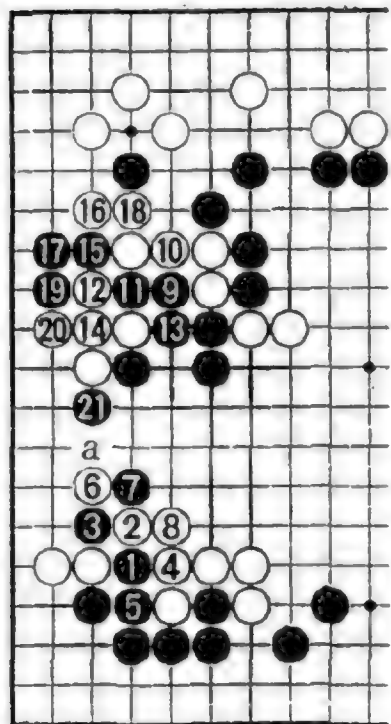


Dia. 1

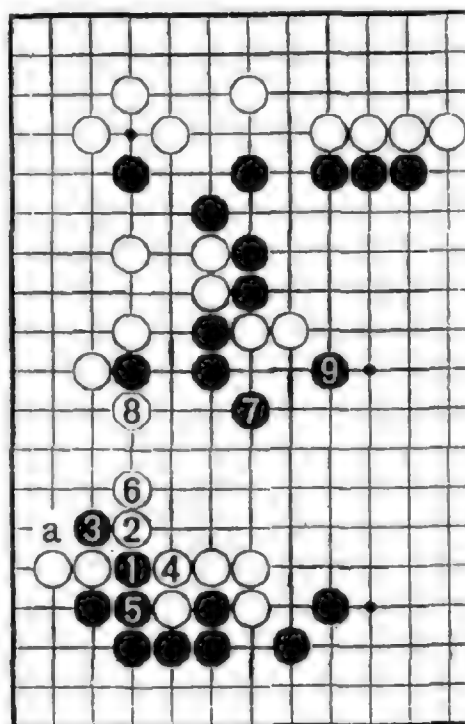
with 39 and 40. However, Black 29 and 31 in Figure 1 have now become good moves as they help Black in this fight.

Black 43 – 47. A tesuji but not appropriate here, as it makes Black heavy and gives White time to catch his breath.

Kataoka: 'I thought that Black could handle the fight after White 40 without trouble, but the result was not so impressive. Instead of cutting at 43, I should have played the forcing moves of 1 and 3 in Dia. 2. If White 6, Black forces with 7, then attacks with 9. The sequence to 21 follows, but since Black 'a' is sente, White collapses.'



Dia. 2



Dia. 3

When the Igo Club reporter asked Kataoka why he did not play this way if the result is so good for Black, he replied: 'I drew the hasty conclusion that when White played 6 in Dia. 3 to avoid Dia. 2, the result would not be particularly good for Black. However, he would be left with the capture at 'a' and could get an adequate result by at-

tacking with 7 and 9. Black 1 was therefore the only move.'

Black 51 is heavy and only helps White to strengthen himself. Black should simply play at 57. Black's reinforcement at 55 is also not necessary yet.

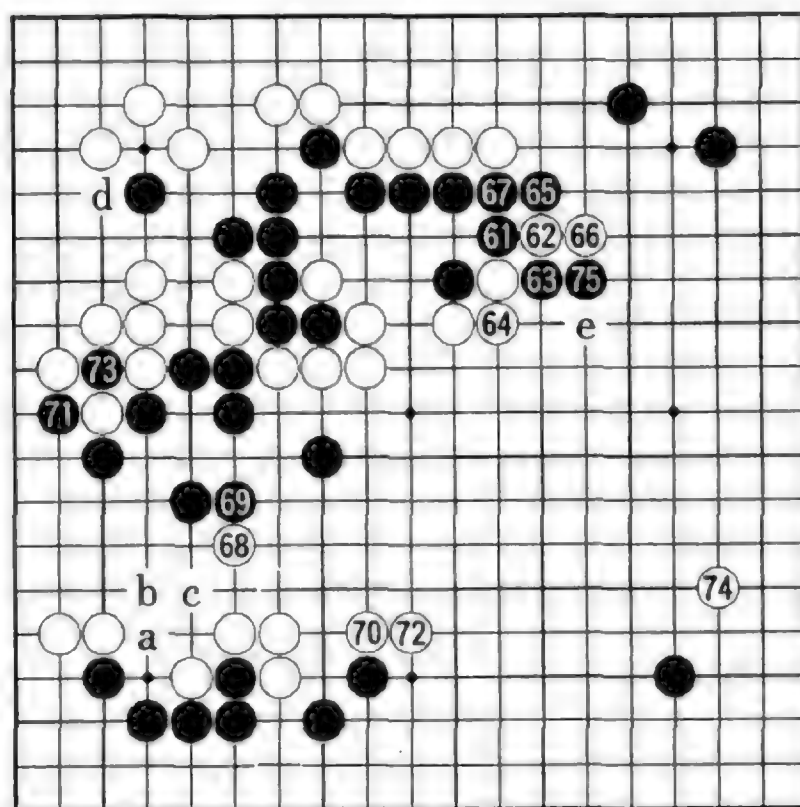


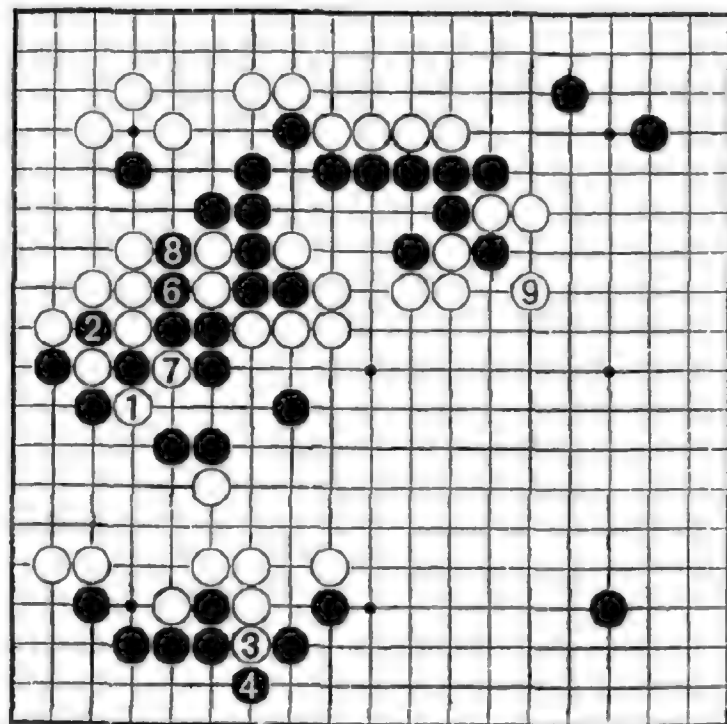
Figure 3 (61 - 75)

Figure 3 (61 - 75)

White 68. Defending against Black 'a', White 'b', Black 'c'.

White 72, permitting Black to take the ko, makes Black 'd' severe. Kato commented that he should have played the ko with 1 in Dia. 4. Black 6 is Black's only ko threat, but White gives up these stones, then sets up a geta at 9. This would be a reasonable result for White.

White 74. White 'e' is the proper move (honte). White 74 is a challenge to Black to move out at 75.



Dia. 4 5: ko

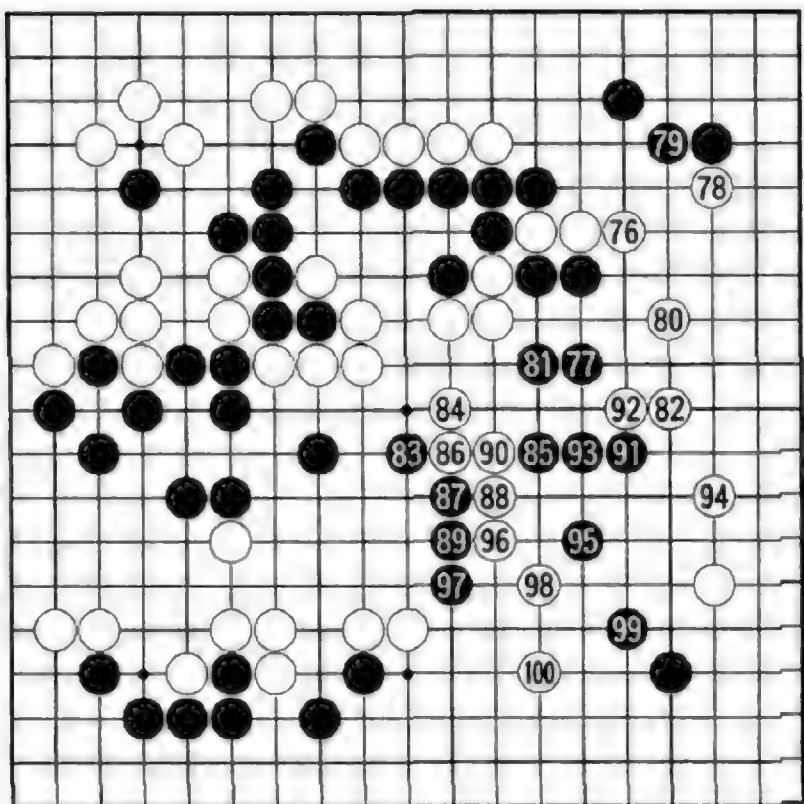


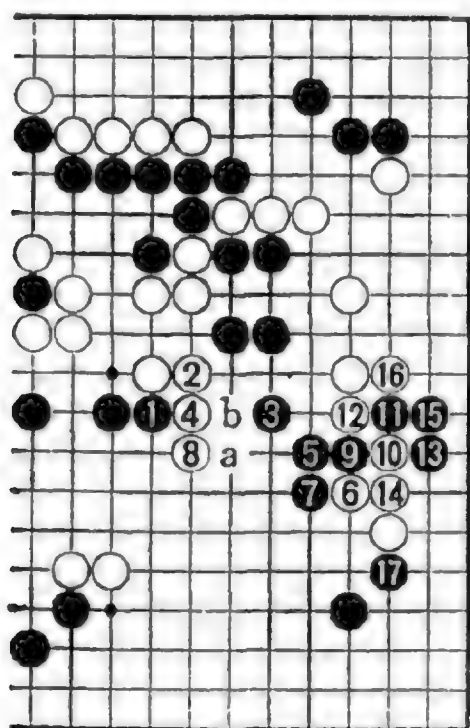
Figure 4 (76 - 100)

Figure 4 (76 - 100)

White 78 - 82. White goes all out for profit on the side, staking the game on the fate of his centre group.

Black 85 is not the best way to attack. Black misses a chance to settle the game here. Instead of 85 -

Dia. 5. Pushing at 1 is the key move. If White 2 and 4, Black 5 is a good continuation. White 6 is the strongest answer, but Black plays the sequence to 17, setting up a sente squeeze. This would give Black a sure win. If White plays 6 at 10, Black captures White with Black 8, White 'a', Black 'b'.



Dia. 5

Figure 5 (101 - 150)

White 4 is the vital point. When White settles his group with 10, after having defended the right

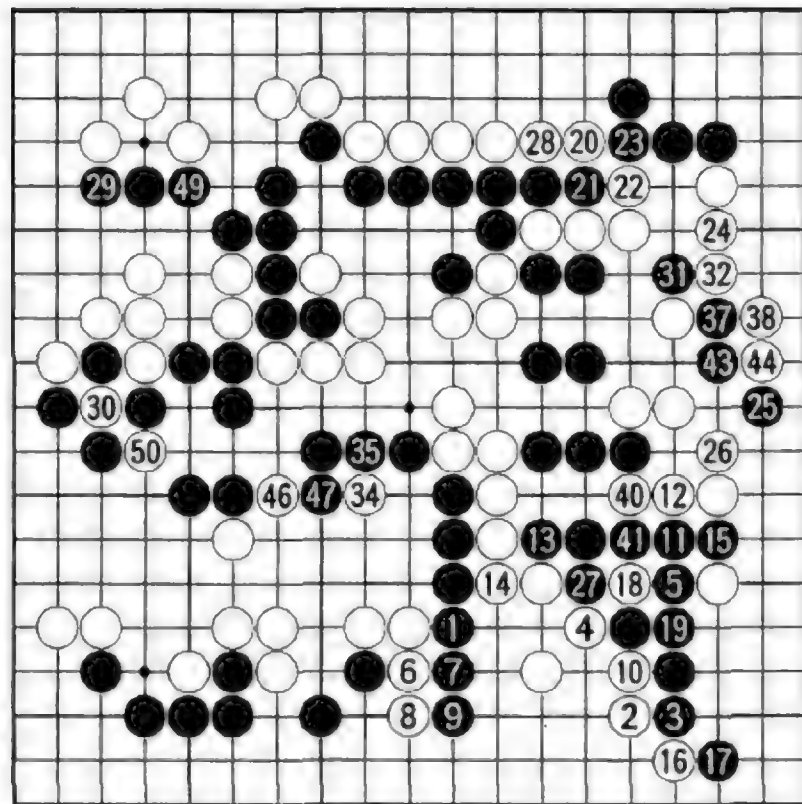
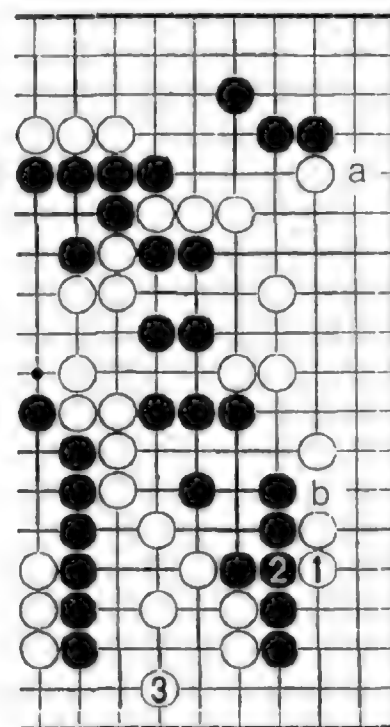


Figure 5 (101 - 150)

ko: 33, 36, 39, 42, 45, 48

side also with 94 in Figure 4, he has the lead.

White 12. White keeps his lead for only one move, for 12 is slack. White should have forced with 1 in *Dia. 6*, then made definite life with 3. The idea of 1 is to make miai of 'a' and 'b' on the side.



Dia. 6

Black 27. Necessary to prevent White from cutting at 41.

Figure 6 (151 - 200)

Black lets White cut at 54, as he can get another ko for the group at the bottom. However, he runs out of threats to continue this ko, so he has to let White capture five stones in the centre with 82. This capture puts White a little in front.

White 84. White should first play 88, forcing

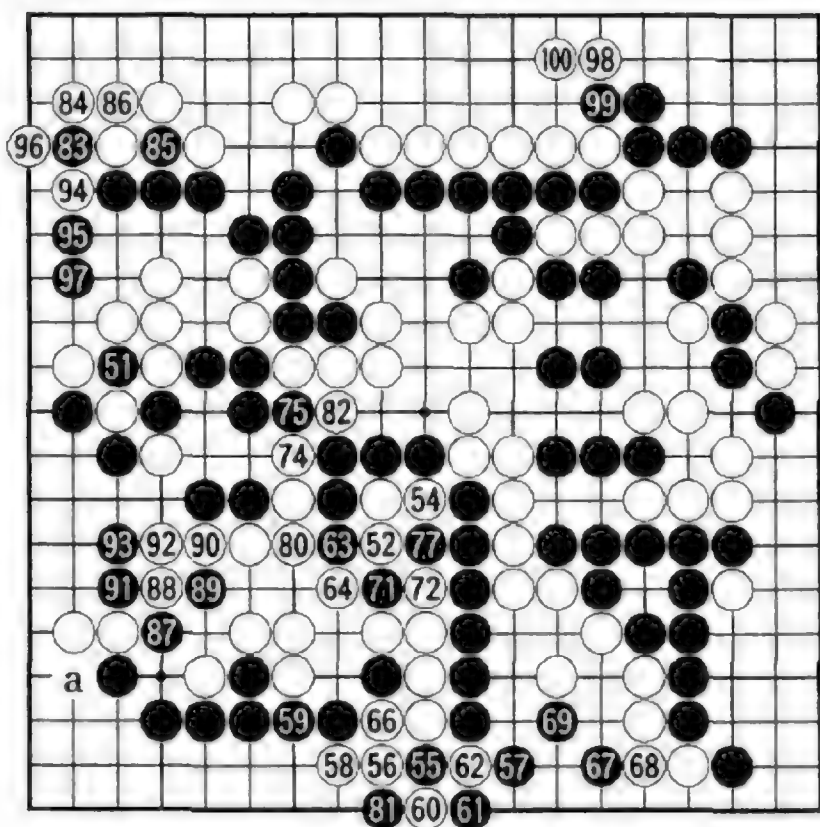


Figure 6 (151 - 200)

53: connects; ko: 65, 70, 73, 76; 78: connects;
79: ko

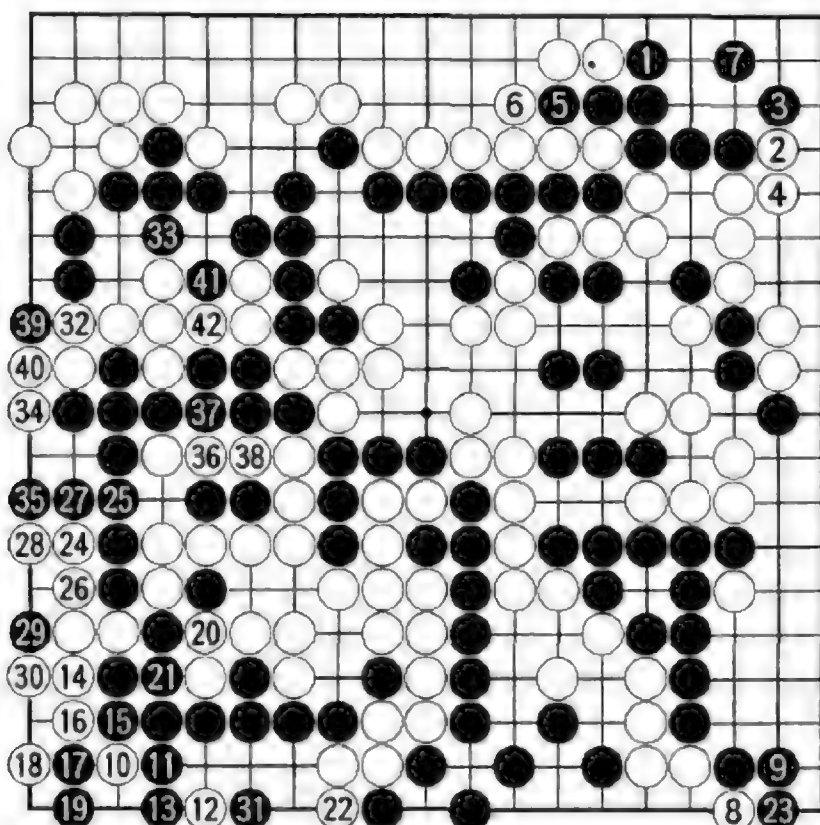


Figure 7 (201 - 242)

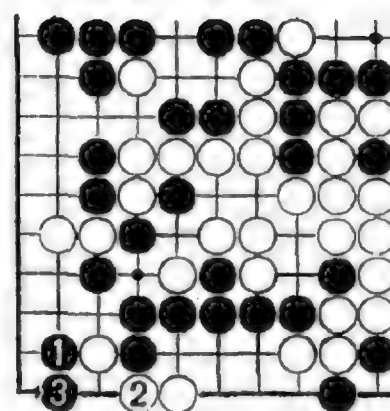
Black 'a'. When Black captures two stones with 91 and 93, he takes the lead back from White.

Figure 7 (201 - 242)

Black 13. The final mistake that decides this seesawing game. If Black had given way with 1 and 3 in Dia. 7, he would have remained eight points ahead on the board. Kataoka was completely out of time by this stage and so once again failed to make the most of his opportunities to win.

Black resigns after White 242.

('Igo Club', February 1980)



Dia. 7

Game Three

White: Kataoka Satoshi

Black: Kato Masao

date: 5th December, 1979

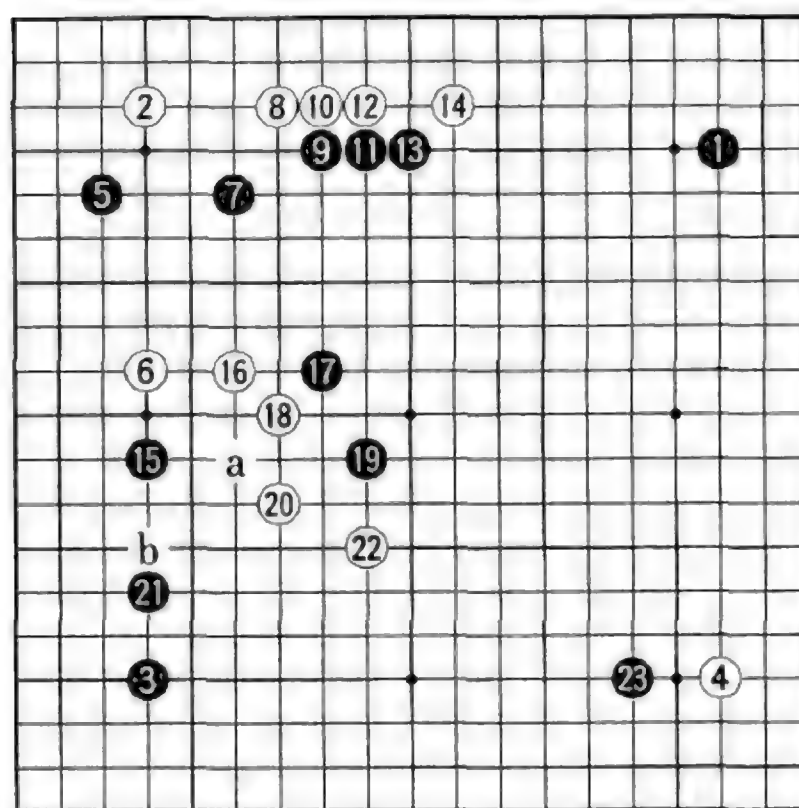
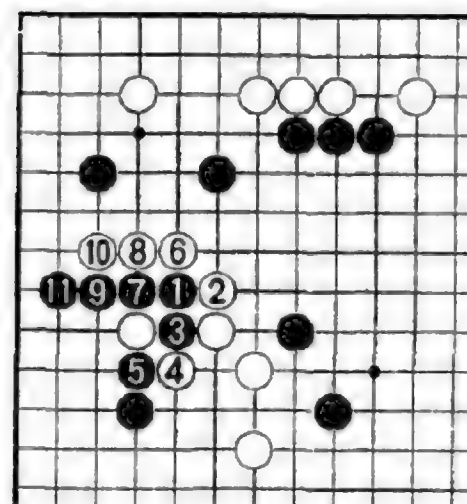


Figure 1 (1 - 23)

Figure 1 (1 - 23)

White 18 is unusual. The standard move is White 'a', which Black answers at 'b'.

Black 21. Kato commented that he should have peeped at 1 in Dia. 1. Connecting at 3 would be too submissive, so White could counter with 2. The sequence to 11 would be reasonable for Black.



Dia. 1

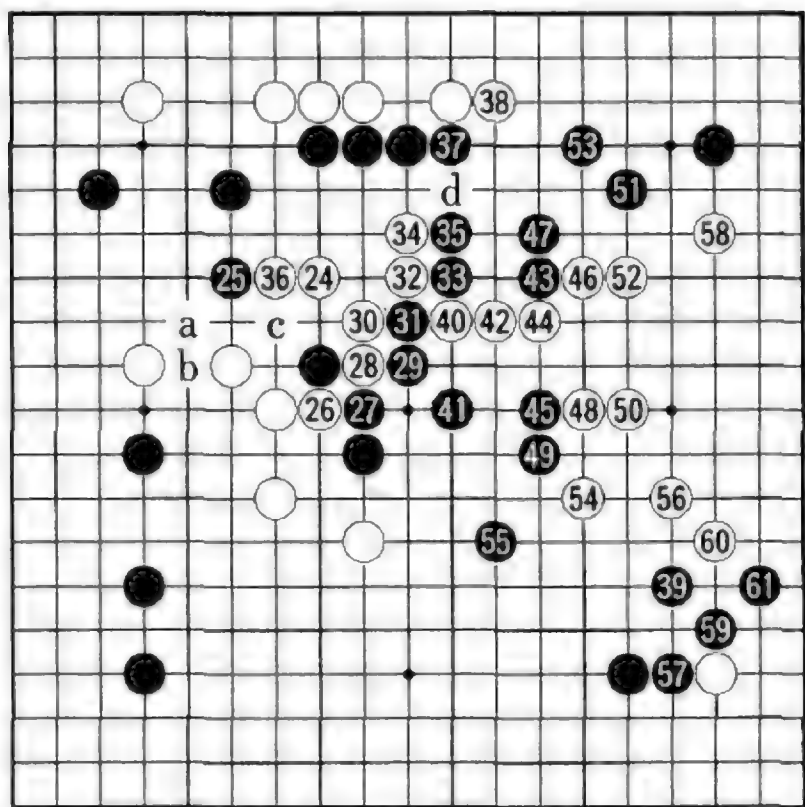


Figure 2 (24 - 61)

Figure 2 (24 - 61)

White 24 is a severe move. The peaceful answer would be Black 31, followed by White 25, Black 34, but Kato felt that this would be too submissive. If the Black 'a' - White 'b' exchange had taken place, Black could counter with 25 at 'c'.

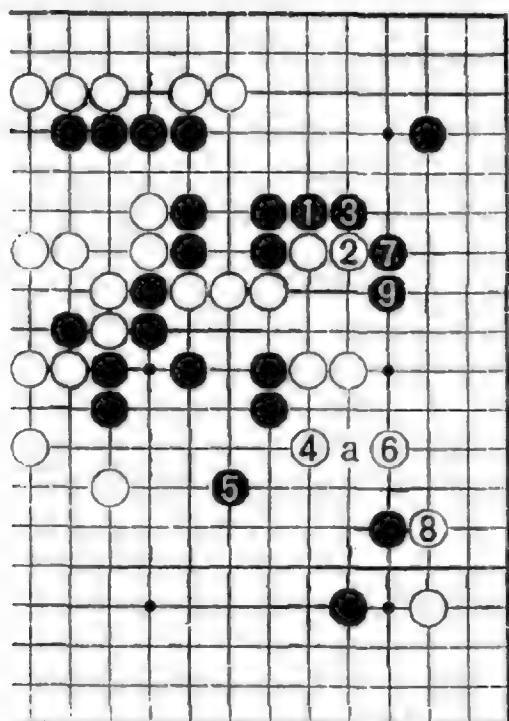
White's cut with 26 and 28 is surprisingly severe. Black has to sacrifice a stone, so the result to 36 is a success for White. Black - White 38 is also a profitable exchange for White.

White 40 is another severe cut. Kato commented that he should have defended at 41 with 39.

Black 43. Defending against White 'd'.

Black 51 is a slack move. Even after 53, Black is a little thin around here. Kato commented that he should have followed Dia. 2.

Dia. 2. If Black pushes down with 1 and 3,



Dia. 2

White will switch to 4 (White 4 at 7 would let Black seal him in with 'a'). Black is thus able to get in a good hane at 7, while White connects underneath with 8. This result would be much better for Black than the sequence in the game, where White gets a large territory on the side with 54 to 60.

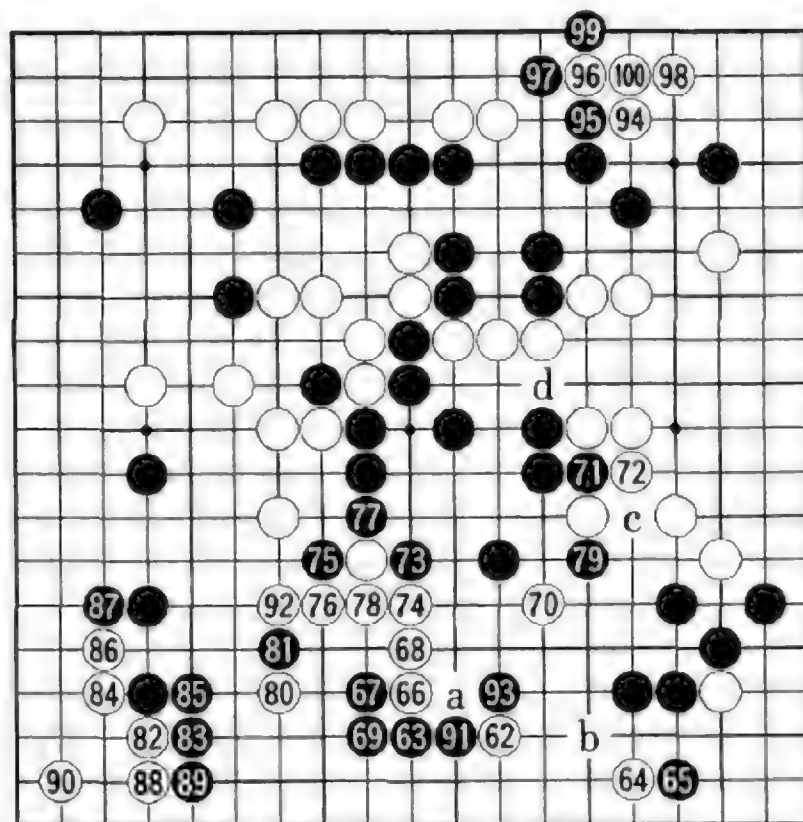


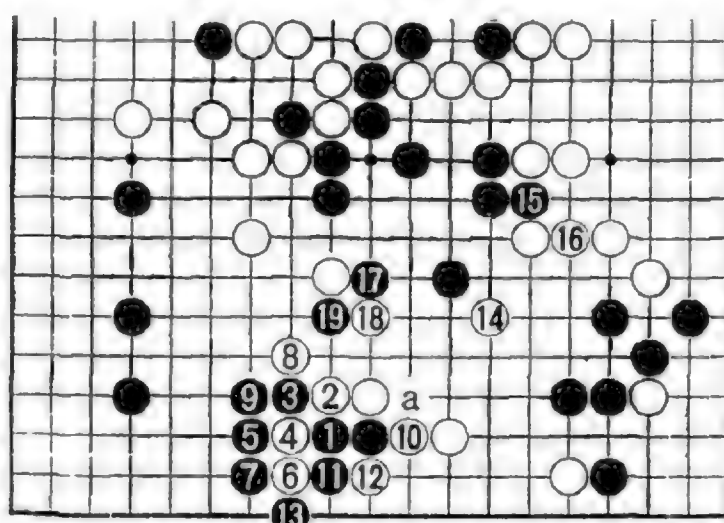
Figure 3 (62 - 100)

Figure 3 (62 - 100)

White 62 is too close to Black's solid corner position and gives Black a good counter at 63. White should play 'a', threatening Black's centre group while setting up a good continuation at 'b'. (The 'a'-'b' combination is superior to the 62-64 combination in the game).

Black 67. Kato reproached himself for this move. Instead of 67 -

Dia. 3. Black should pull back at 1. Even though it gives up points, White will push at 2, as he wants to attack the centre group, then cut at 4. Black will answer all White's forcing moves, in the

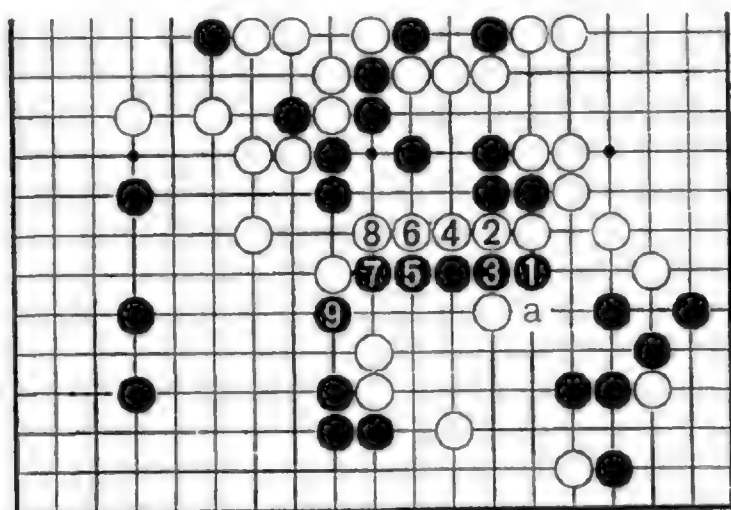


Dia. 3

expectation that when White attacks the centre with 14 he will be able to save his group with 15 and 17. If White 18, he crosscuts at 19. If he did save his centre group, this would be a farcical result for White, giving Black all that profit on the side. If White played 2 at 'a', Black would turn at 2. This would of course be superior to the sequence in the game, where White plays at 68 instead of 'a' in the diagram.

White 72. If at 'c', Black can play 'd' in sente.

Black 73. Kataoka suggested that the correct order was to attach at 79 first, that is, at 1 in Dia. 4. Kato was worried about White 2 and 4, but Kataoka pointed out that the exchange of groups with 5 to 9 would be favourable for Black. In view of this, White would play 2 at 3, leading to Black 2, White 'a', Black 7, which would make it easier for Black to settle his group. In the game White decided to ignore Black 79 and attack at 80.



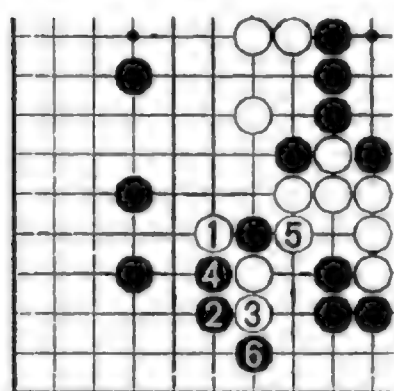
Dia. 4

White 82. Answering 81 directly does not work. If White 1 in Dia. 5, Black counters with 2 to 6.

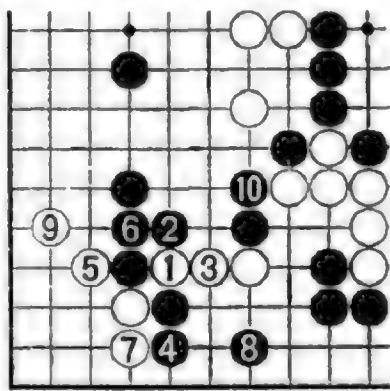
White 84. If at 1 in Dia. 6, Kato intended to answer with 2 and 4. White can live in the corner with 5 to 9, but Black 10 captures three stones while also cutting off the white group to the right.

Black 91 and 93 are big moves and also good aji. However, White is satisfied with having eaten away Black's corner and with getting sente. The result is probably equal.

White 94 is the losing move: White can't go in



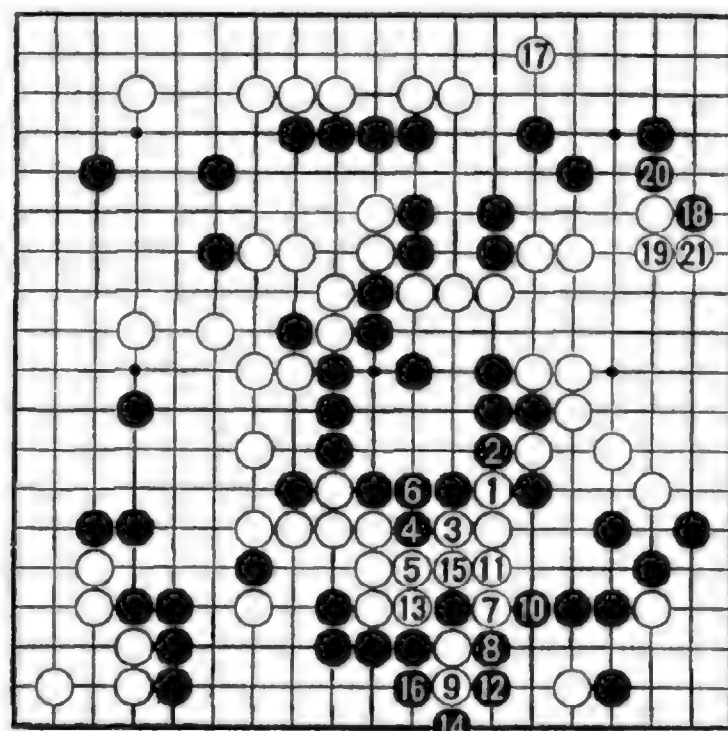
Dia. 5



Dia. 6

so far. Kataoka: 'I must have gone mad.' Dia. 7 shows the correct continuation, worked out by the players after the game.

Dia. 7. Kato pointed out that this was White's chance to force with 1 etc. After keeping sente with his sacrifice with 9, White can play 17 at the top, which is as far as he should go. The moves to 21 would probably follow and this would give a very close game.



Dia. 7

Figure 4 (101 – 125)

White overlooked Black 3 and 5, which make Black 7 possible. With the game so close, White cannot afford a ko. What should have been an even game suddenly became unwinnable for White.

White resigns after Black 125.

(*'Kido'*, February 1980)

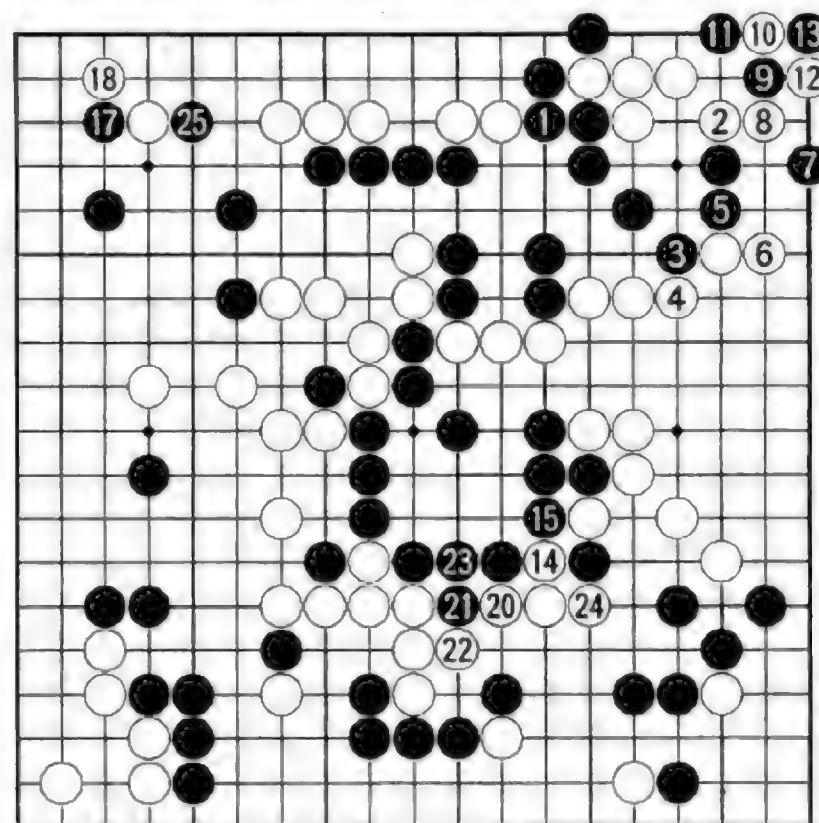


Figure 4 (101 – 125)

ko: 16, 19

棋聖戦

4th Kisei Title Game One

The 4th Kisei title has ended in another one-sided victory for Fujisawa Shuko, who stakes his whole existence as a professional go player upon this one tournament. Four precious wins at the beginning of each year are enough to keep him at the summit of the go world and already he has made sure, by winning the first four terms of this new title, that the Kisei is synonymous with his name.

We plan to present our customary survey of the three stages of the Kisei tournament in our next issue. In the meantime, to whet the reader's appetite, here is the first game from the title match. Appropriately, it is an illustration both of Shuko's genius and of the often-fatal flaw in his makeup.

Just for the record, this is the fourth title match between Shuko and Rin. In 1970 Shuko challenged Rin in the 9th Meijin title match and won 4-2. The following year Rin took the Meijin title back, winning 4-2, and the following year rebuffed Shuko's second challenge by the same margin. In their total career record up until the Kisei encounter Rin has the edge, with 24 wins to 19 losses, and he has also won most of their games in recent years.

White: Rin Kaiho 9-dan

Black: Fujisawa Shuko, Kisei

komi: 5½; time: 9 hours each

date: 16th, 17th January, 1980

played in Sapporo

Figure 1 (1 - 16). *The losing move?*

White 16. The first problem point in the fuseki — there are as yet no definite josekis when White plays the wide pincer at 6. Rin's choice of 16 aroused some controversy. Rin himself regretted this move, while Kajiwara went further, as Kajiwara does, and called it the losing move. The usual joseki is shown in Dia. 1, but there White's △ pincer ends up in a slightly uncomfortable position.

Dia. 2. This is the sequence Kajiwara wanted Rin to play. He considers the result to 14 favourable for White (White 'a' is sente, forcing Black 'b'). However, Shuko felt that this result might be acceptable for Black because of the ponnuki.

Dia. 3. Note that the hane at 1 is not possible.

Kisei Title Record

1st Kisei (1976): Fujisawa Shuko defeated Hashimoto Utarō 4-1

2nd (1977): Shuko defeated Kato Masao 4-3

3rd (1978): Shuko defeated Ishida Yoshio 4-1

4th (1979): Shuko defeated Rin Kaiho 4-1

(The year given is the official date of the tournament. The title match usually comes at the beginning of the following year.)

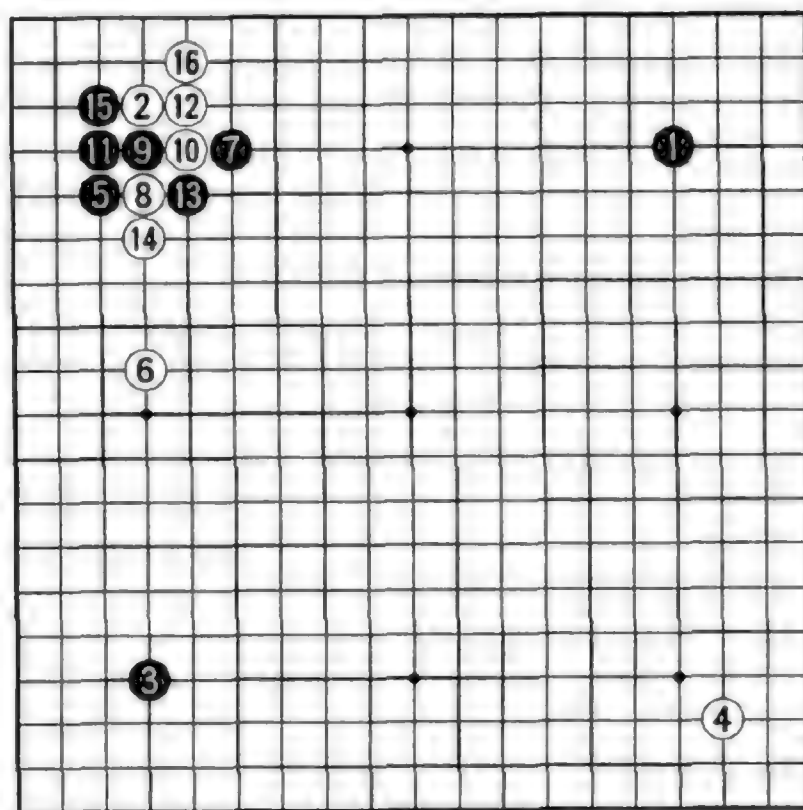
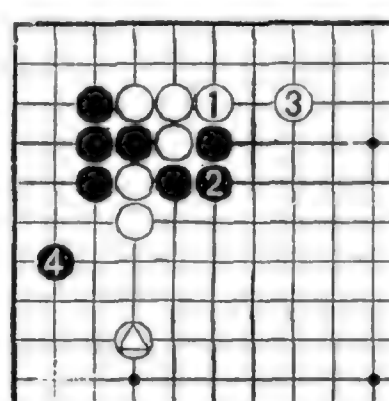
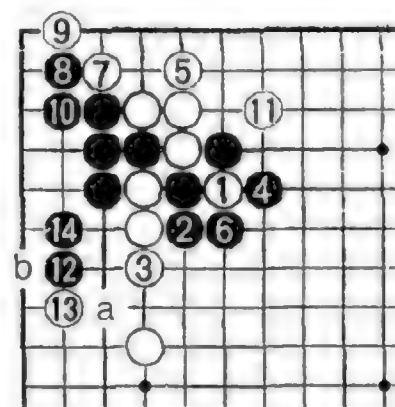


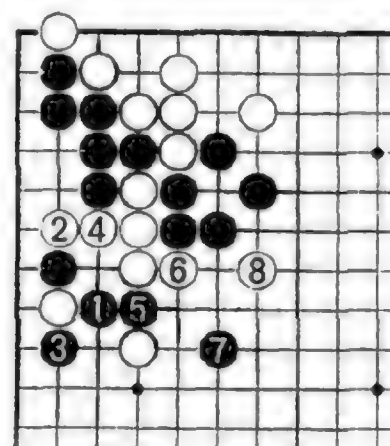
Figure 1 (1 - 16)



Dia. 1



Dia. 2



Dia. 3

White plays 2 and 4 and Black is unable to catch him with 5 and 7.



Fujisawa Shuko and Rin Kaiho have a look at the Okurayama ski-jump, which was used in the Sapporo Olympics, the day before the first game. In the background is Kudo Norio 9-dan, who analysed the game for the Yomiuri newspaper.

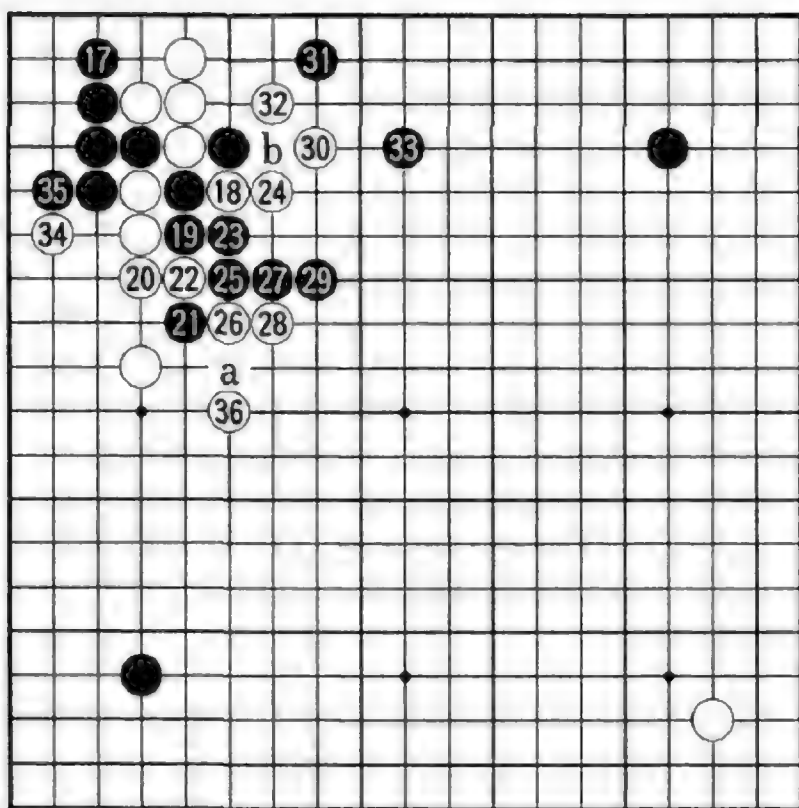
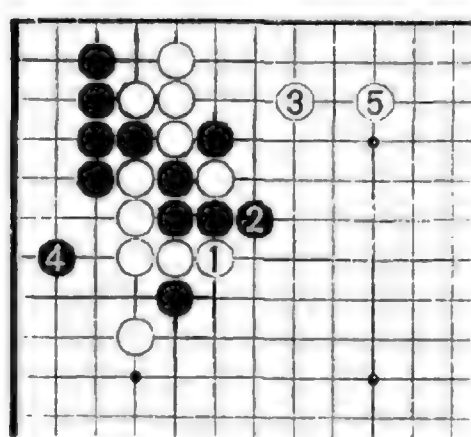
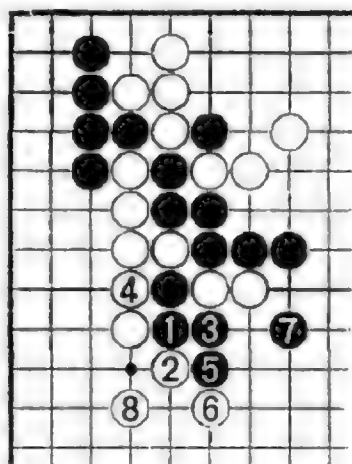


Figure 2 (17 - 36)



Dia. 4



Dia. 5

Figure 2 (17 - 36). *Shuko's brilliancy*

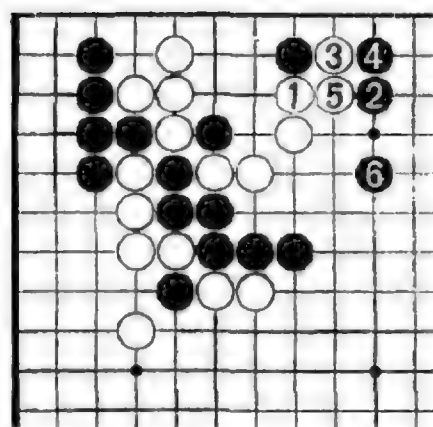
White 24 starts a difficult fight. White could also play 1 in Dia. 4, which would give a very leisurely game with the continuation to 5. In the past Rin would probably have played like this, but recently he has become quite aggressive.

White 28. White 'a', capturing Black 21, would be too slow as Black 'b' would threaten the four white stones at the top.

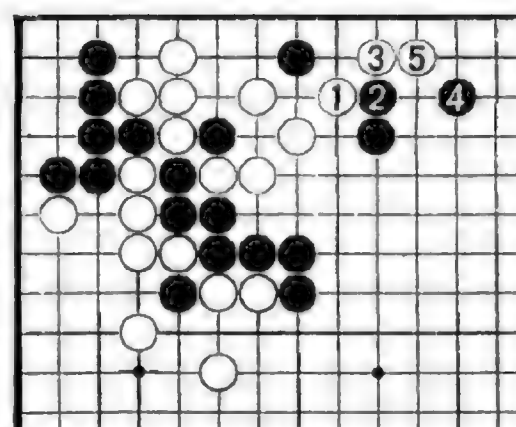
Black 31 is the highlight of this game. It took Rin completely by surprise and aroused the universal admiration of Shuko's fellow professionals. Kudo Norio commented that an 'ordinary 9-dan' would only think of setting Black 21 in motion with the sequence in Dia. 5. However, White gets a good result there by discarding two stones.

Yamabe 9-dan (the referee): 'Dia. 5 is the only idea that would occur to me. It was worth coming all the way to Sapporo just to see Shuko's move.'

White 32. This passive answer is the best that White can do. Rin also looked at White 1 in Dia. 6, but this is what Black is hoping for. He sacri-



Dia. 6



Dia. 7

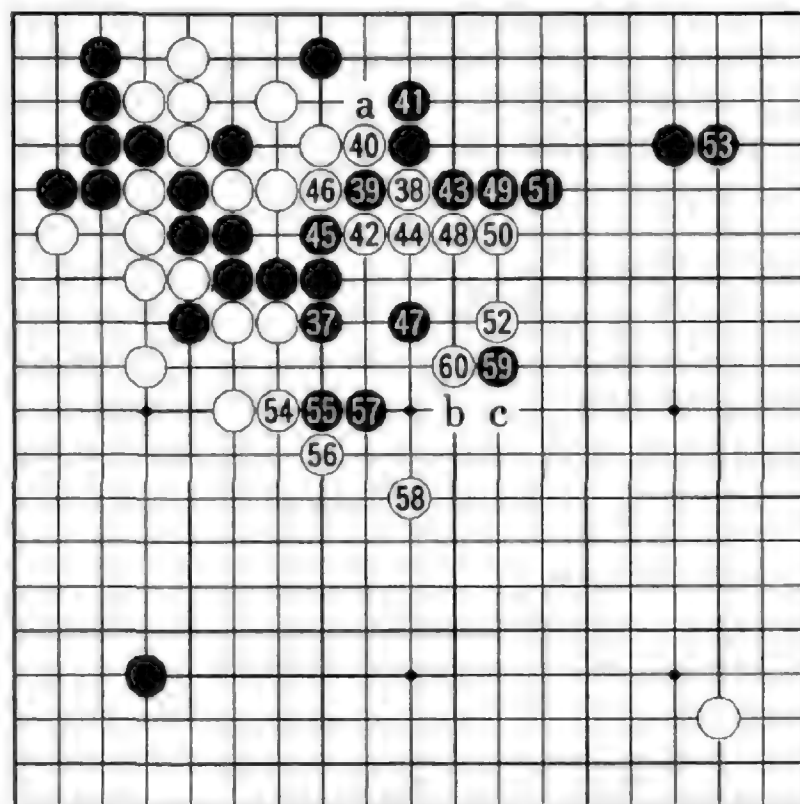


Figure 3 (37 - 60)

fices one stone and walls off the top with 2 to 6.

Figure 3 (37 - 60). *The worst move*

White 38. Rin considered such moves as 'a' and 42, but after the game he lamented that he managed to find the worst move. Black has a strong counter at 39 and the result to 53 is perfect for him. Instead of 38 -

Dia. 7. The players concluded after the game that White should have played at 1 here. They worked out the continuation to 5 which would have given White a reasonable result.

With 53 Black secures about thirty points of territory at the top. Shuko was confident that he had the lead. According to Kudo, ten professionals out of ten would want to have black at this stage.

Black 59. Black 'b' or 'c' would be more peaceful. White launches a counterattack with 60.

Figure 4 (61 - 89). *Almost a won game*

Black 61. Black cannot cut at 1 in Dia. 8. He collapses after White 2 to 8.

Black 71. To prevent White 'a'.

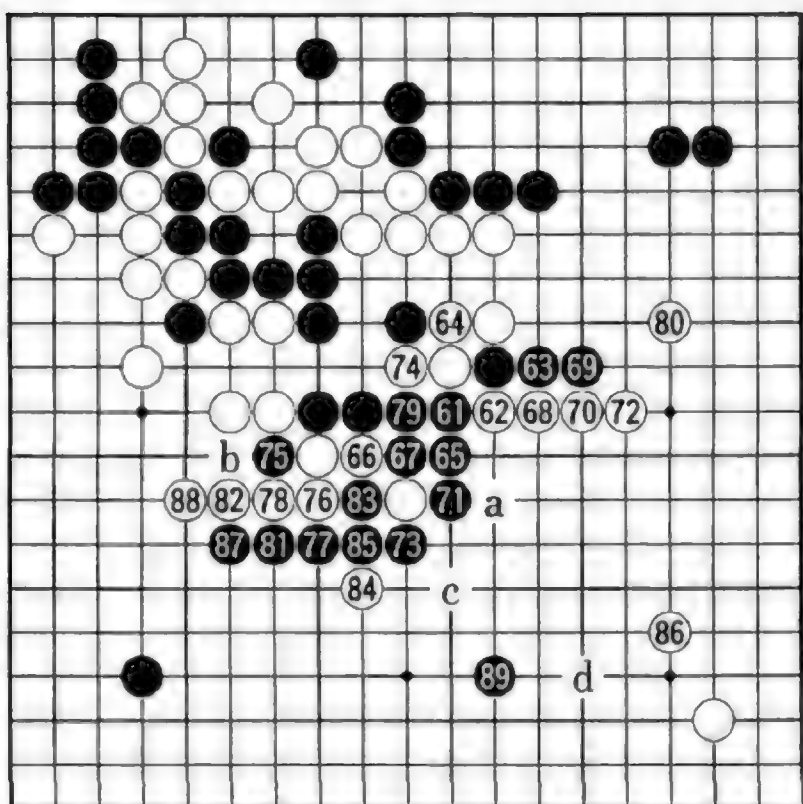
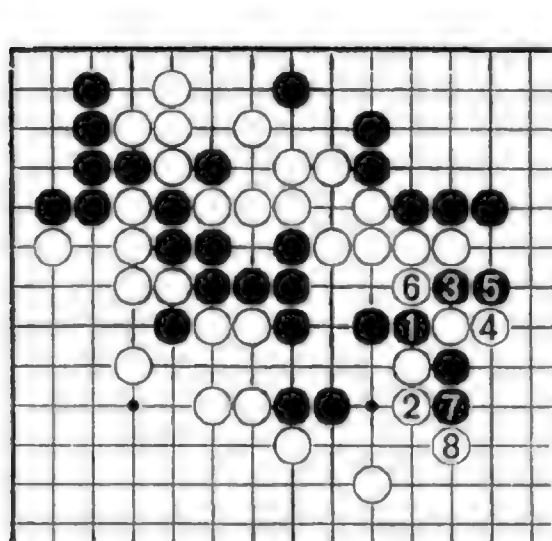


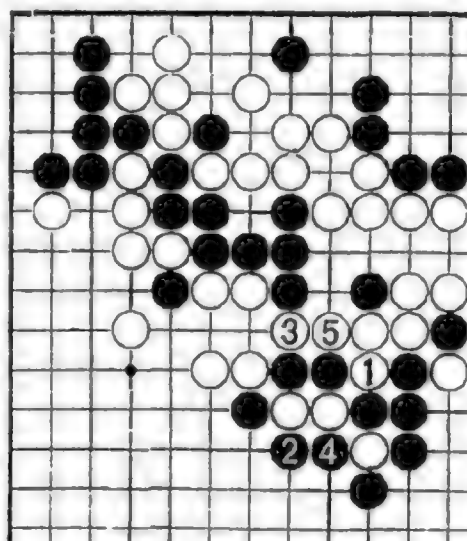
Figure 4 (61 - 89)



Yamabe reads out the sealed move.



Dia. 8



Dia. 9

Black 75 is a superbly-timed cut. White could capture nine stones by cutting at 1 in Dia. 9, but he might as well resign if he gave Black such overwhelming thickness.

Black 77. The sealed move.

Black 83. A solid move — Black is playing as if he has the game sewn up, but his lead is only a very small one. Kudo advocated playing Black 87, then if White 83, continuing with Black 88, White 'b', Black 85. Sakata made a similar recommendation, to wit: Black 87, White 83, Black 'c'.

White 86. The larger-scale move of 'd' is preferable.

Figure 5 (90 - 117). *Invasion and counter-invasion*

White 90. This is White's chance to invade, before Black defends with 'a'.

Black 91. If at 1 in Dia. 10, Black gets about thirty points of territory, but in gote, while White gets nine points. This is not severe enough.

White 108. Cutting at 1 in Dia. 11 looks good, as Black is forced to crawl along the second line, but the drawback is that White loses sente.

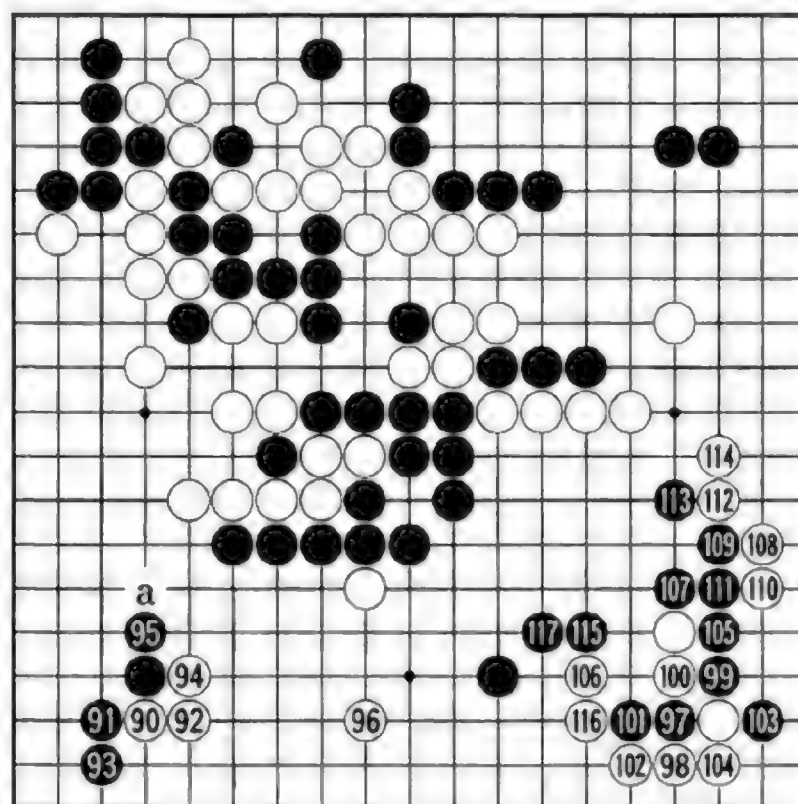
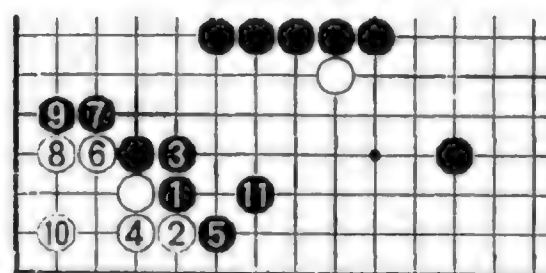
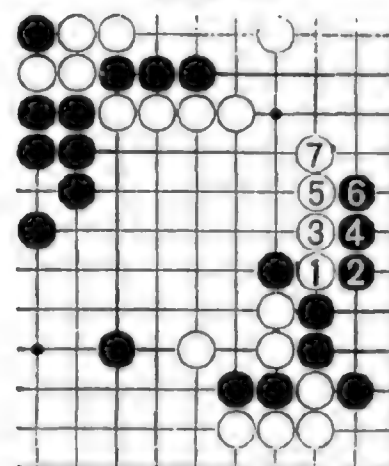


Figure 5 (90 - 117)



Dia. 10



Dia. 11

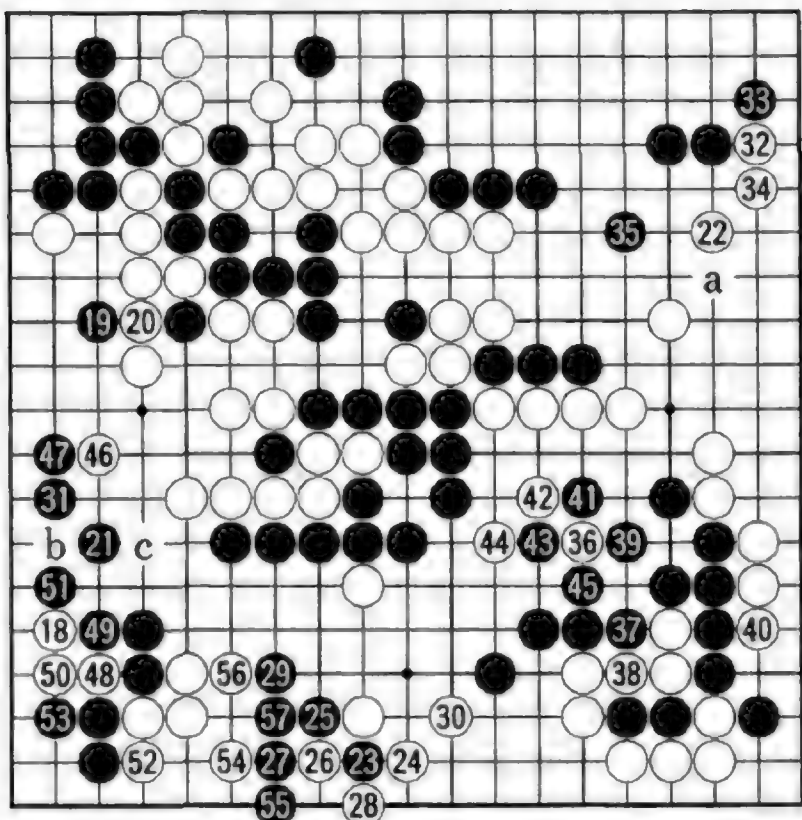
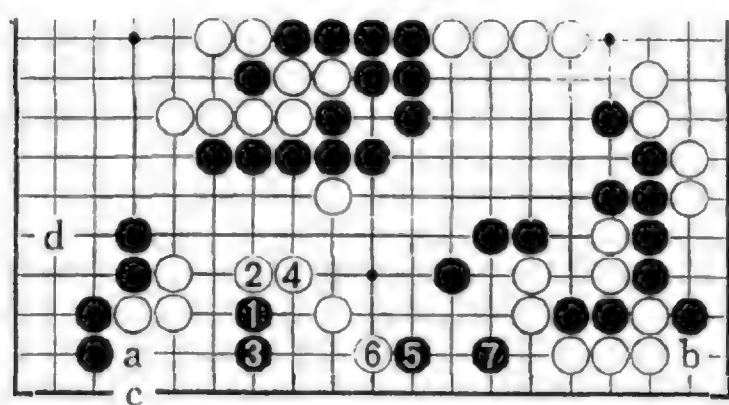


Figure 6 (118 – 157)

Figure 6 (118 – 157). Rin misses his chance.

White 18. Playing this stone, then leaving it to be swallowed up by Black 21, may look strange, but actually it is a very clever move which aroused Shuko's admiration. At the moment White 22 (or Black 'a') is the largest point, but if White plays there immediately, Black will invade at 1 in Dia. 12.

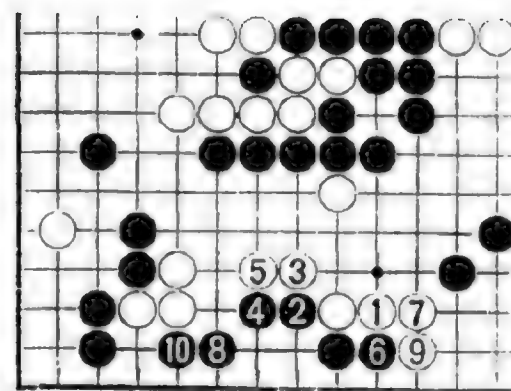
Dia. 12. The sequence to 7 gives Black a double threat. If White 'a', Black kills the group on the right with 'b', but if White 'b', Black plays 'c', saving Black 1 and 3 and thus killing White. However, if White has played 'd' (18 in the figure), blocking at 'a' becomes sente (threatening to cut), so Black cannot invade at 1.



Dia. 12

White 22. It is tempting to play at 'b' to avoid losing White 18 outright, but then Black would defend at 50 and a reinforcement for White's bottom left group would again be necessary. Shuko was quite worried by the 18–22 combination and in fact it makes the game very close.

White 24. A mistake which makes White's clever play go to waste. Rin thought that he could afford to give up his three stones, but he erred in his positional judgement, as the sequence to 29



Dia. 13

gives Black the lead. Instead of 24 –

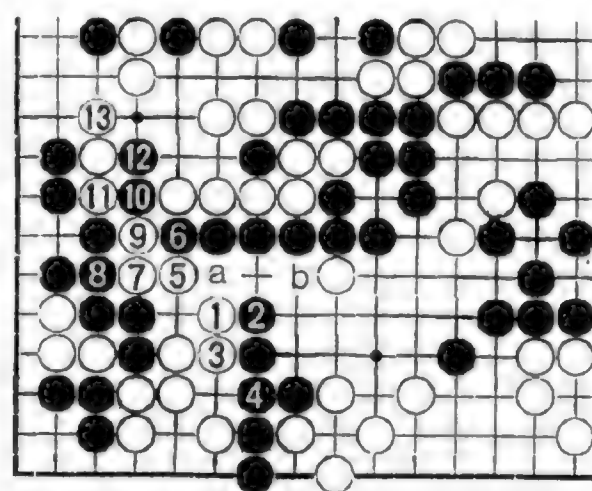
Dia. 13. The correct move is White 1, which would lead to the exchange to 10. This would put Black ahead by about ten points on the board, but White would have sente, so the position would be even.

Black 47 is one of the celebrated 'poka' or blunders which have been the curse of Shuko's career. The correct answer to 46 is Black 'c'. Shuko gave an anguished moan when White cut at 48 – he doesn't belong to the poker face school.

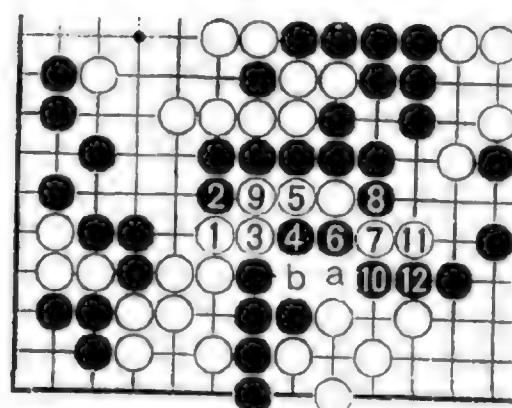
White 56. Now White blunders away his chance to win. Correct is White 1 in Dia. 14.

Dia. 14. Black cannot stop White from rescuing his captured stones. If Black 4 at 5, White starts a one-sided ko by throwing in at 4 and has an unlimited number of ko threats at the top right. If Black plays 2 at 4, White has the clever contact play at 'a': if next Black 5, White captures five stones with 'b'.

However, it is a different story when White changes the order and starts with 56. Rin thought



Dia. 14



Dia. 15

that is was the same thing but realised his mistake when Black connected at 57. Next —

Dia. 15. If White 1, Black now has a counter at 2. The sequence to 12 is forced. If White 'a', Black connects at 'b' and wins the capturing race (against 7 and 11) by one move.

This was a nerve-racking conclusion to the game, with two blunders coming in quick succession. Fortunately for Shuko, they cancelled each other out, for it would have been quite a blow to him to lose when he had played so brilliantly in the fuseki. Rin did fight back very well, and he succeeded in making a game of it, but he seemed to lack the tenacity for which he was once so famous. It is not like him to miss a chance to stage an upset.

White resigns after Black 157.

Time taken. White: 6 hours 21 minutes

Black: 6 hours 37 minutes

('Kido', March 1980)

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Go in Lilliput

James Davies

Gulliver had not been long in Lilliput when the Lilliputian go world was split by controversy. A group of upstart younger players wanted to change the size of the board from 6x6 to 7x7. The old guard strenuously opposed them, arguing that:

1. Changing the size of the board would invalidate all that had been learned and written about the game so far.

2. 7x7 go was too difficult for the Lilliputian mind to comprehend.

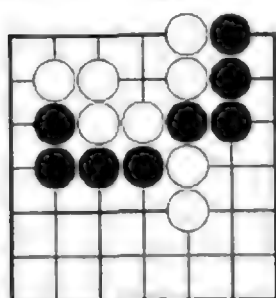
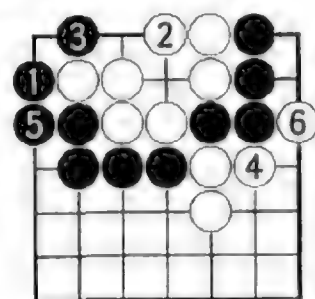
3. Many valuable old go boards would be converted into useless museum pieces.

4. Young upstarts should have more respect for established tradition.

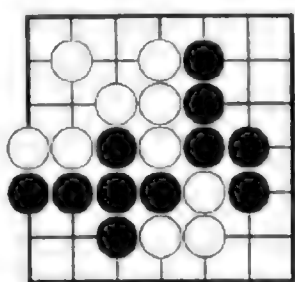
In reply, the younger players pointed out that 6x6 go had been completely analyzed and

tournaments had degenerated into a farce in which the same game was repeated every time. Eventually the logic of this argument prevailed.

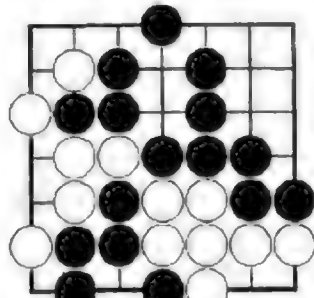
As the diehards had predicted, however, 7x7 go proved a strain on the Lilliputians' mental capacity and they made many appalling mistakes. From the first position shown below, for example, Gulliver saw a Lilliputian hane at 1 in the diagram at right, then fly into a rage when he lost the capturing race by one move, and resign by kicking the board over. Gulliver also records that the Lilliputians were much perplexed by the widened possibilities of ko. What about the reader?



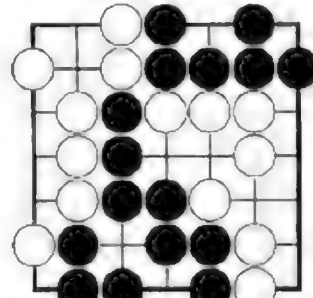
1. Black to play and win.



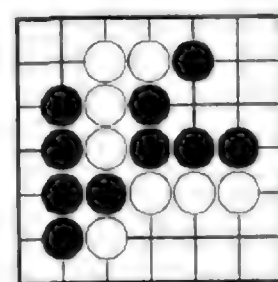
2. White to play and win.



3. White to play and win.
Prisoners:∞



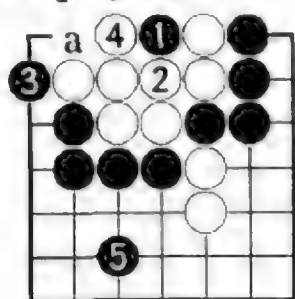
4. Black to play and win.
Prisoners:∞



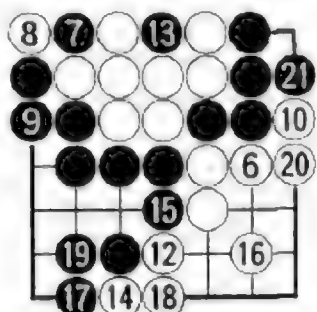
5. White to play and win.

ANSWERS

1. Answer. Before playing 3, Black must give atari at 1. Black 3 then threatens 'a', so White defends with 4. Black has several ways to continue, the most insulting being to ignore the capturing race and play 5.



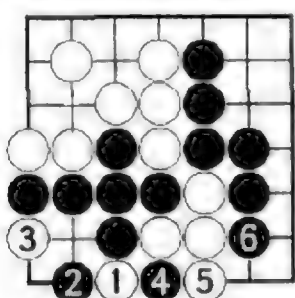
1. Answer



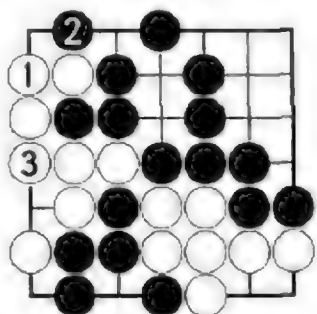
Dia. 1
11: ko

Dia. 1: continuation. When the ko comes around, White has no better ko threat than 12. Black ignores it and wins the game by 16 points.

2. Answer. White hanes at 1, gives atari at 3, forms a ko with 5, and takes it with 7. Black has no ko threats.



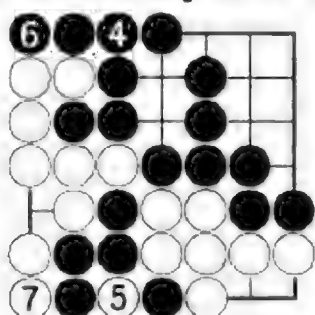
2. Answer
7: takes ko



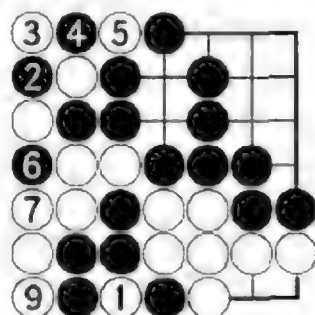
3. Answer

3. Answer. White connects at 1. Black has no ko threats with which to fight the ko at bottom, so he plays 2 at top and White connects again at 3. Black still has no ko threats, so the game is essentially over.

Dia. 1: continuation. As Black fills neutral points, White has to take the ko and capture the five stones, but this leaves him with 13 points of territory to Black's 12.



Dia. 1



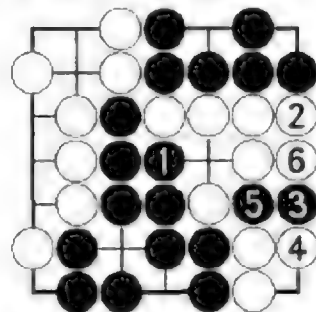
Dia. 2

8: at 4. 10: at 2.

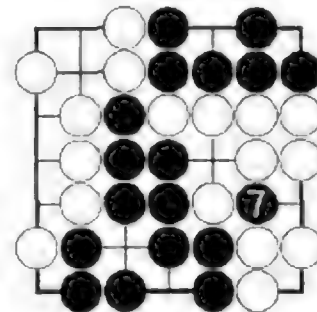
Dia. 2: failure. If White becomes unnecessarily worried about the bottom and plays 1, Black takes the key point at 2. The ko at bottom was one that White could not lose; the ko at top is one he cannot win. Capturing with 8 and

10, Black wins the game by three points. White 1 at 6 would give a similar result.

4. Answer. The only way to win this game is to kill the white group in the lower right. Black accordingly plays 1. If White replies at 2, Black drops a placement at 3. Black 3 and 5 get captured, but —



4. Answer

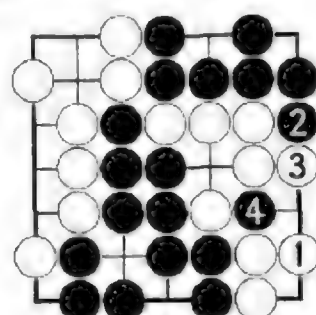


Dia. 1

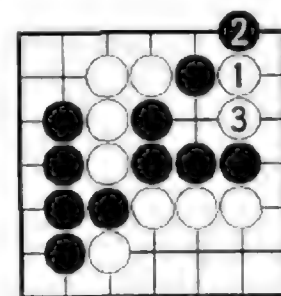
Dia. 1: continuation. Black swoops back in at 7, trapping White short of liberties.

Dia. 2: variation. If White plays 1 here, Black does the same thing in fewer moves.

Going back to the answer diagram, we note that Black must begin at 1. If he plays 1 at 2, White 1 lives, and if he plays 1 at 3, White 4 lives.



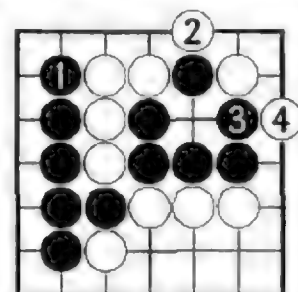
Dia. 2



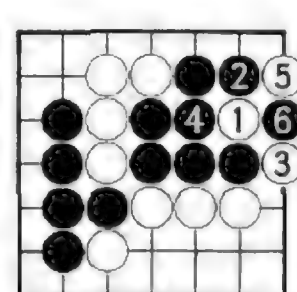
5. Answer

5. Answer. White clamps at 1. If Black hanes at 2, White extends at 3, and from here it should not be hard to find a killing response to whatever Black does next. White wins the capturing race and the game.

Dia. 1: variation. Black 1 and 3 run into the usual problem of no ko threats. The continuation from 4 is left to the reader.



Dia. 1



Dia. 2

Dia. 2: failure. The Lilliputian White started at 1. Black 2 led to a ko, and this time Black got to make the first ko capture. White searched in vain for even one effective ko threat, then resigned in disgust.

1979 French Championship

The 1979 French championship was decided last November in Nantes when Jean Michel, a mathematician working at the Centre National de la Recherche Scientifique, beat Denis Feldman in two straight games. The second of these games follows, with a commentary by Sakai Masanori 4-dan.

White: Jean Michel 3-dan

Black: Denis Feldman 2-dan

Played November 25, 1979

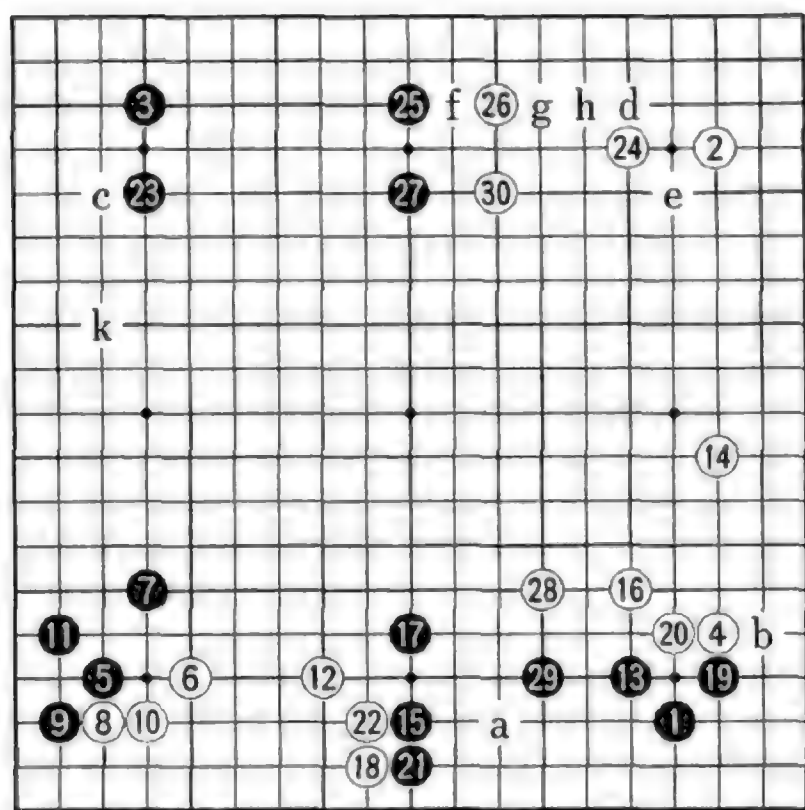
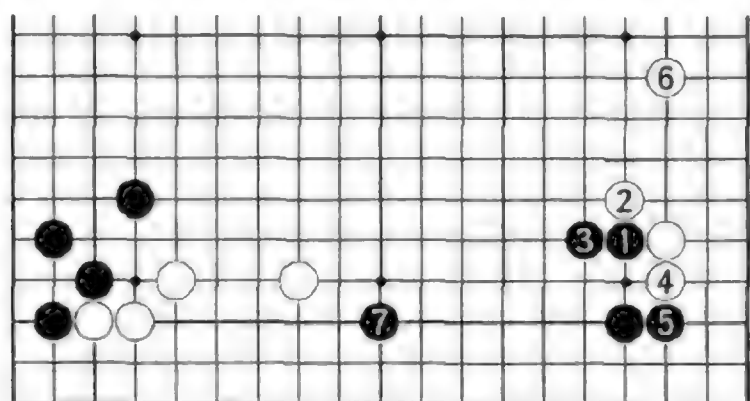


Figure 1 (1 - 30)

Figure 1 (1 - 30)

White 12. This should be at 22, so as not to give Black the perfect checking extension at 15.

Black 13. If Black played 15 immediately, White could press him into a low position by playing 13, so Black plays 13 to prepare, but a more aggressive strategy is shown in Dia. 1.



Dia. 1

Dia. 1. Black 1 is Kajiwara style. If White defends the right side with 6, Black 7 becomes a magnificent move.

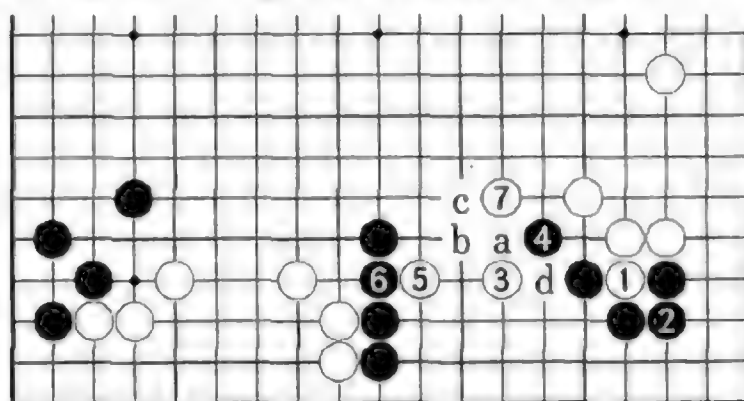
White 14 should be 'a', preventing Black 15 and keeping the game from becoming simple. That is, if White plays 'a', it is not entirely clear what Black can do to White 4 on the right side, but after 14 it is very clear what he can do on the lower side.

Black 15. Perfect; Black seizes the lead.

Black 19 should be 21. Black cannot count on White's answering at 20.

White 20. A doubly bad move. In the first place, it crowds White 16. If White is going to play here, he should descend at 'b' instead. In the second place, White is missing a golden opportunity to crawl in at 21. If Black replied at 'b', White, having already played 14, could ignore him and switch to 'c' in the top left.

But it is part of the charm of go that even bad moves have their merits. In this case White could use 20 by thrusting in at 1 in Dia. 2 later.



Dia. 2

Dia. 2. If Black connects at 2, White invades at 3. Black is in considerable trouble after 7. He cannot push through and cut with 'a-b-c' because of White 'd'.

Black 23 has the defect that it plays toward thickness (Black 5-11). Black 'd' at top right would be better. That would threaten to flatten White's framework with 'e', so White would probably reply at 'e' and Black could extend to 'f'.

Black 25. Black makes another perfect extension, and threatens yet another at 'g'. White 26 is therefore necessary. White should have played 24 at 'h'; then he could answer 25 by invading the left side at 'k'.

White 28. Better to invade at 'k', leaving the possibility of Dia. 2 open.

White 30 should also be 'k'. White is behind, and cannot afford a safe move like 30.

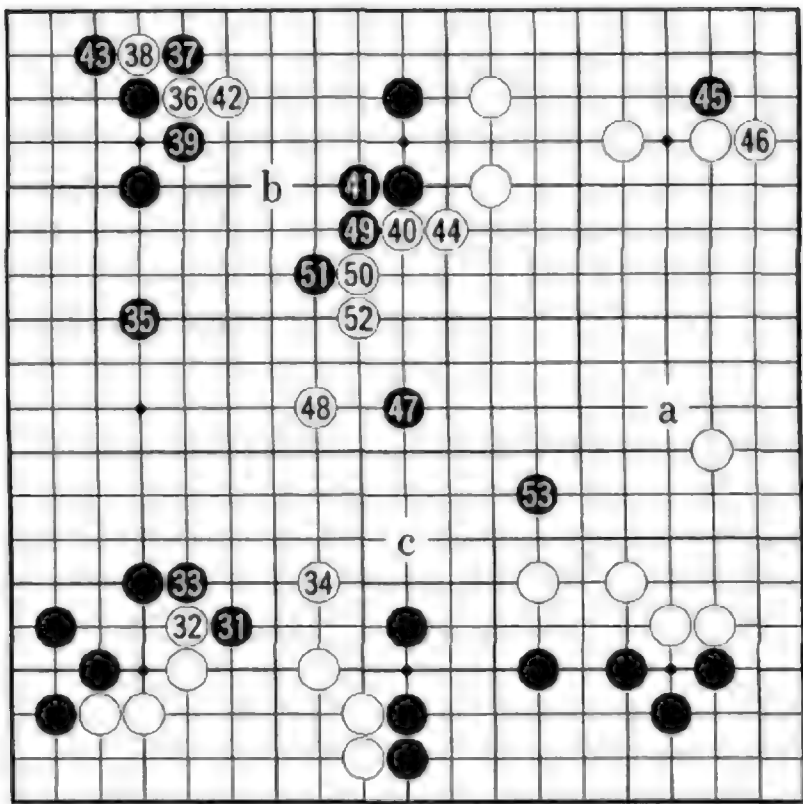
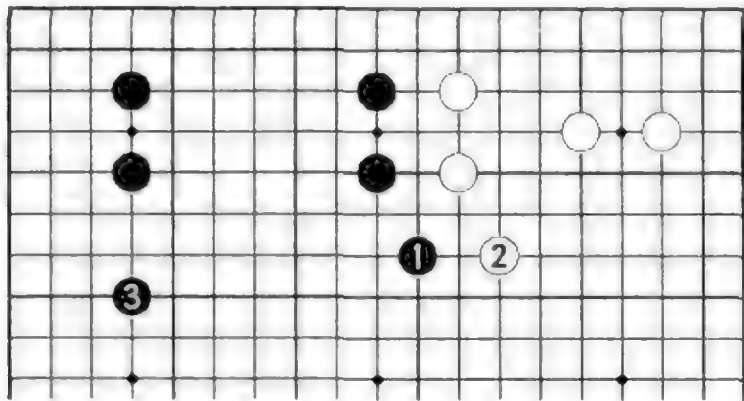


Figure 2 (31 - 53)

Figure 2 (31 - 53)

Black 31 - White 34. This exchange favors White. The purpose of 31 is to prevent White 33, but in this game Black should be glad to have White play 33 and push him up the left side, so 31 is wrong. What Black might have done instead was to reduce the right side with 'a'.

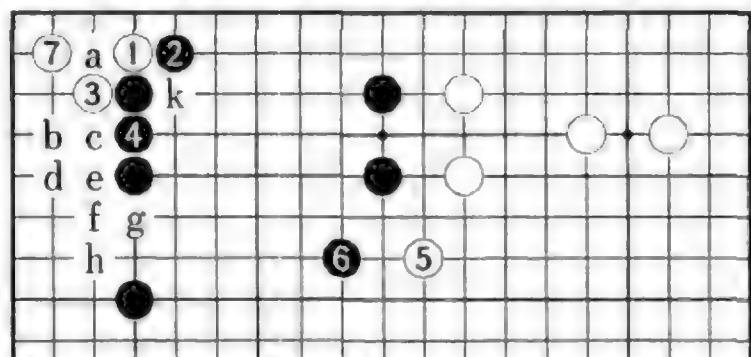
Black 35. If Black is going to defend his framework instead of invading White's, he should first play 1 in Dia. 3.



Dia. 3

Dia. 3. After Black 1 and White 2, Black 3 becomes all the more effective.

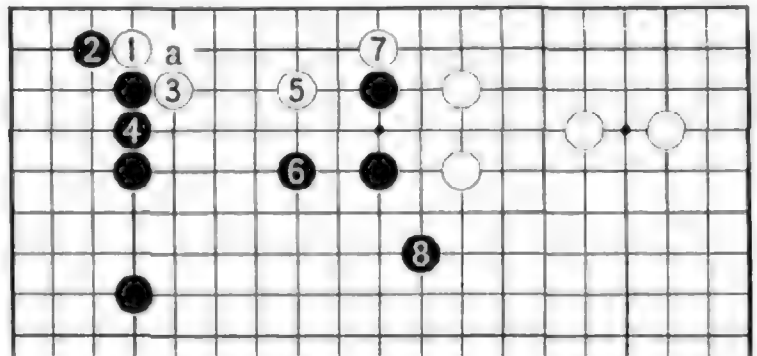
White 36. Probing is a good idea, but this may not be the best point. In the actual game, White 36 and 38 got cut apart and White was unable to do much with them.



Dia. 4

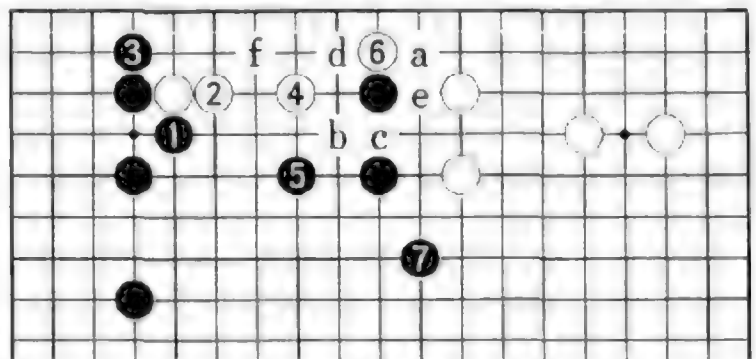
Dia. 4. White should start at 1. Then if Black plays 2, White hanes at 3. If Black now cuts at 'a', White gives atari at 4 and things start to come loose, so Black connects at 4. White seizes the junction point at 5, and Black 6 induces White 7. Black cannot kill White unconditionally. If he tries, by playing Black 'b' etc., White wreaks havoc by cutting at 'g' and 'k'.

Dia. 5. If Black plays 2 on this side, White can follow with 3, 5, and 7.



Dia. 5

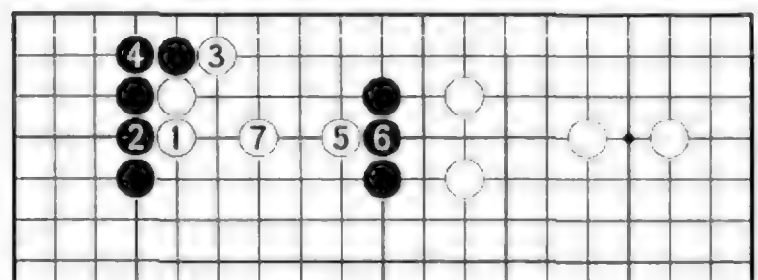
Black 37 turned out well because of White 38, but it should actually have been 1 in Dia. 6.



Dia. 6

Dia. 6. After White 6, Black can cut White off with 'a', but then White would live (just barely) with 'b-f', so Black takes the junction point at 7 instead. This is a good exchange for him, better than Dia. 5, in which White was left with the connection at 'a'.

White 38 should have been 1 in Dia. 7.



Dia. 7

Dia. 7. The black stones in the middle get cut off from their allies and White's invasion assumes major significance.

Black 45. Just as 36 should have been at 38, Black 45 should have been at 46.

White 48. White should attack with 51, which would also threaten 'b'.

Black 53. Risky. Black should jump to 'c'.

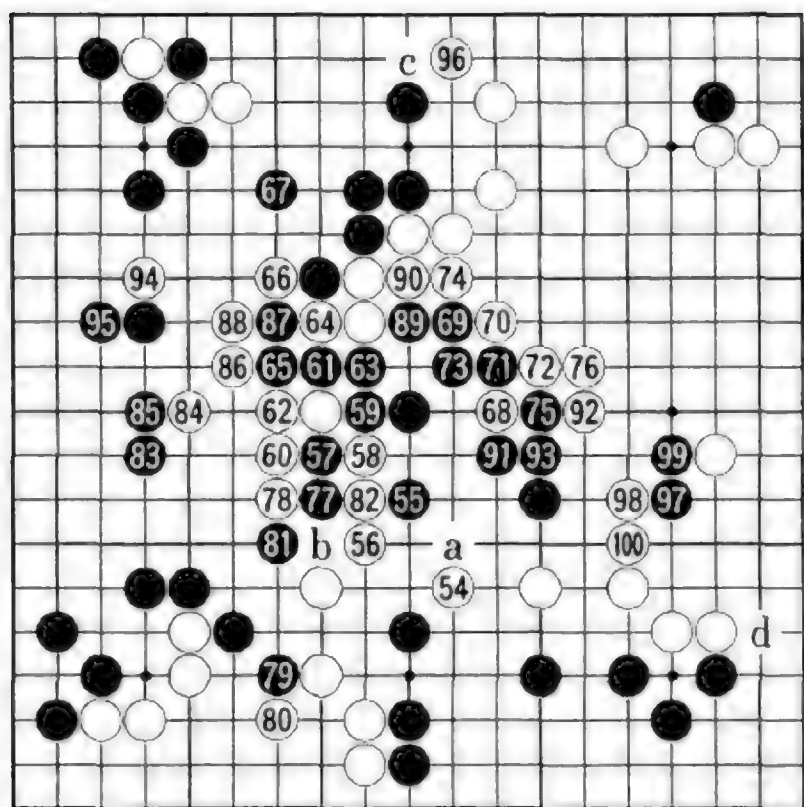


Figure 3 (54 - 100)

Figure 3 (54 - 100)

White 54 hands Black a good reply at 55, leading to the tesuji at 57. White 'a' would have given Black more trouble.

Black 61. Before giving atari here, Black should play 77 and make White connect at 82.

White 62. White should take advantage of Black's slip by capturing at 77.

Black 77. The important point is 92. Black should ungrudgingly push there to reduce White's territory.

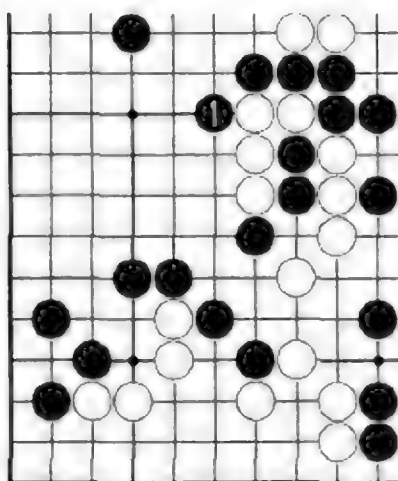
Black 79 and 81. Black apparently thought that after 82 he could connect at 'b' and get away, then realized he couldn't. A blunder, but once again, these mistaken moves had their potential usefulness.

Black 83. Black should hane at 1 in Dia. 8.

Dia. 8. White is short of liberties, and Black can make a tight seal around his left-side territory.

White 86. White 93, taking territory and letting Black link up through the largely neutral space around 86, would be better.

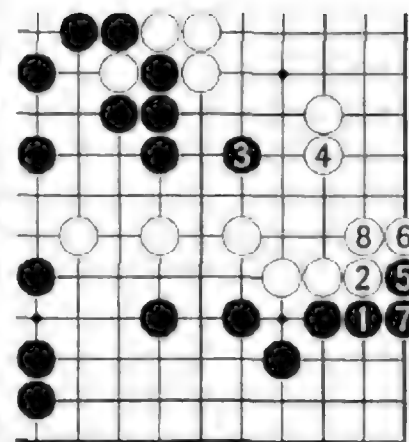
Black 97. By this time Black has lost the lead he had in the opening. If he answers White 96 at 'c' and lets White play 'd' in the bottom right, he will lose. Hence the somewhat desperate move at 97.



Dia. 8

Dia. 9. The correct sequence by Black in this area is 1-8. Black 1 and 5 forestall similar moves by White at 2 and 7 and gain four points in double sente, but even this would not be enough.

White 98. A natural and good counterattack.



Dia. 9

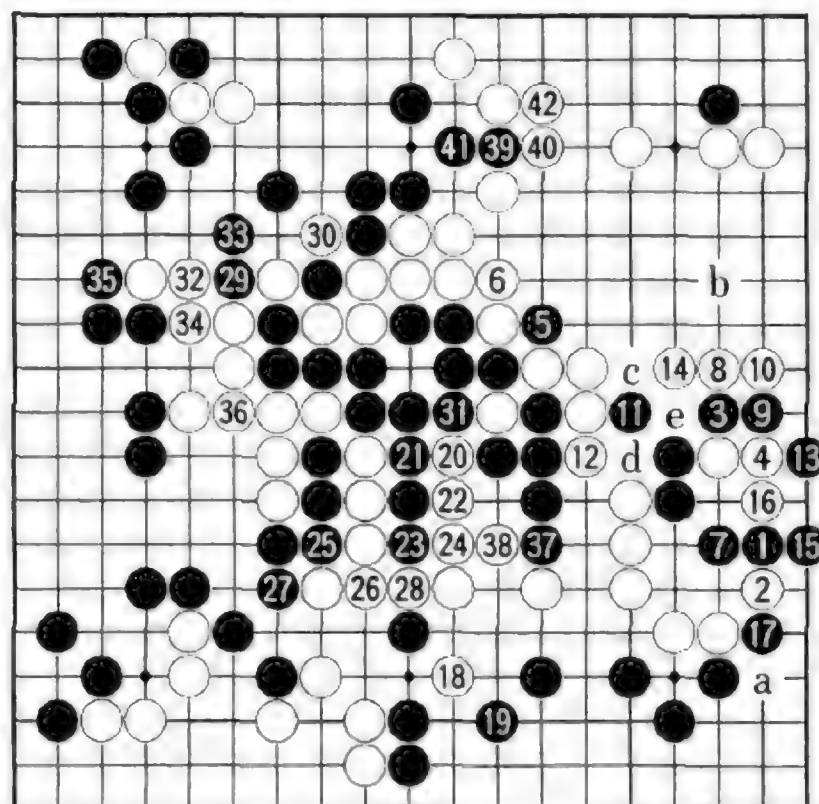


Figure 4 (101 - 142)

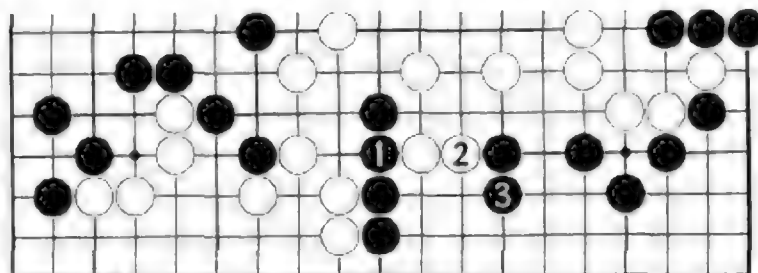
Figure 4 (101 - 142)

White 14. White 'a' would have killed the black group. If Black 14, White 'b', leaving White 'c' and 'd' as miai.

White 16 should have been 'e'.

Black 17 links up. Black's invasion has succeeded beyond all possible expectation, and he is back in the lead.

Black 19. A safety play that turns out to be anything but safe. Black should connect at 1 in Dia. 10.



Dia. 10

Dia. 10. The worst Black has to fear is White 2, but he answers that with 3.

White 20. White's only chance is to kill this group. Black's having played 19 instead of Dia. 10 gives White some hope of success.

Continued on page 54

1979 South American Championship

Fernando Aguilar's victory in the 1979 South American Championship was briefly reported in GW16; a fuller account is given here. The tournament was held in Buenos Aires. The eight participants were divided into two zones, finishing as follows:

Zone A	Points	Zone B
Eduardo Lopez Herrero 3-dan (Argentina)	3	Fernando Aguilar 5-dan (Argentina)
Franklyn Bassarsky 2-dan (Argentina)	2	Miguel Flusser 3-dan (Brazil)
Yasukazu Yasuda 3-dan (Brazil)	1	Jiro Maeda 2-dan (Chile)
Masanao Uehara 2-dan (Chile)	0	Roberto Alaluf 2-dan (Argentina)

In the semifinals, Lopez Herrero beat Flusser while Aguilar beat Bassarsky, then Aguilar beat Lopez Herrero to take the championship. The final game is shown below, with a commentary by Sakai Masanori 4-dan and some additional comments by Aguilar. He and Lopez Herrero are both university students, both twenty years old, and both represent Argentina at the 2nd World Amateur Championship in Tokyo.

White: F. Aguilar

Black: E. Lopez Herrero

Komi: 5½. Time: 1½ hours each.

Date: September 23, 1979

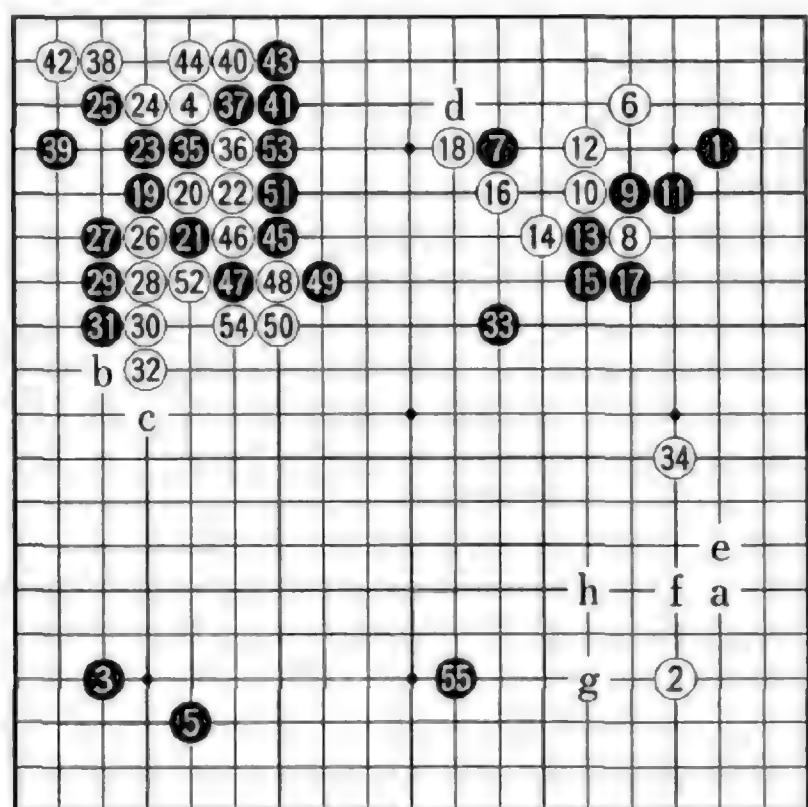
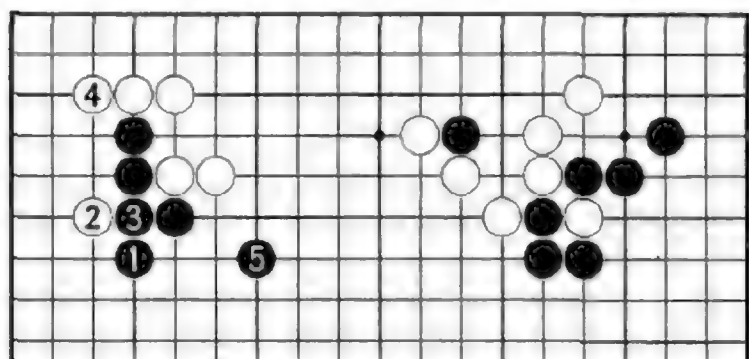


Figure 1 (1 - 55)

Figure 1 (1 - 55)

Black 25, although joseki, is doubtful here because of White's strength to the right. Black should choose the variation in Dia. 1.

Dia. 1. Black 5 counteracts White's influence and coordinates with the black enclosure in the



Dia. 1

bottom left.

Aguilar: 'I think that Black 33 was an interesting move, negating White's influence in this area.'

Correct, and also setting up a large approach move for Black at 'a'. However, Black should have pushed at 'b' first. White 'c' would mean more influence for 33 to negate.

Aguilar: 'White 34 was perhaps too greedy. It would have been better to play it at 38.'

White 34 was definitely too greedy, but playing it at 38 is doubtful, because after Black 39, White 42, Black gets sente to play 'a' and still has aji at 43, 'd', etc. with which to reduce the top. White 'e' is correct.

White 42. The joseki books say to crawl at 43 first, but in this game White does not want to push Black toward his position to the right, so 42 is correct.

Black 43 - 53. Black plays perfectly.

Aguilar: 'Black got the lead after his play at 55.'

True, but Black 55 should really have been 'f', taking advantage of White's over-extension at 34. If White 'g', Black plays 'h', attacking the right side on a large scale.

Figure 2 (56 - 76)

White 56 should have been 1 in Dia. 2.

Dia. 2. After 1-4, a black cut at 'a' would not be too serious, because it would cut off only one stone.

Dia. 3. And White 1 would be sente, threatening to kill Black with 2 etc. After this, if Black cuts at 'a', White nets him with 'b-c-d'.

After 56-61 in the figure, Black 'a' cuts off four stones, a much more serious threat

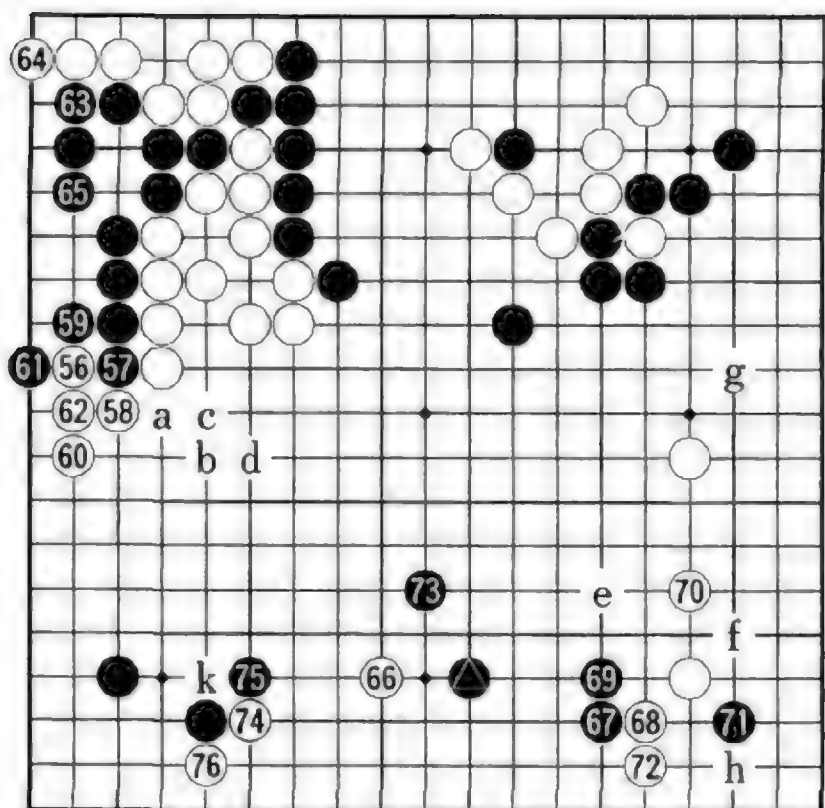
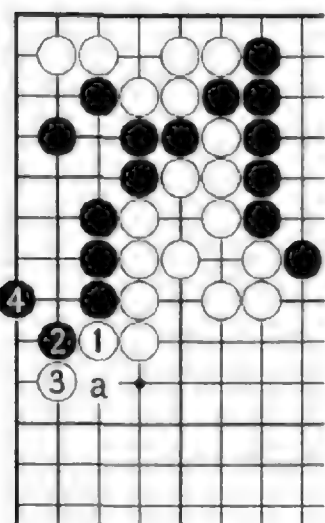
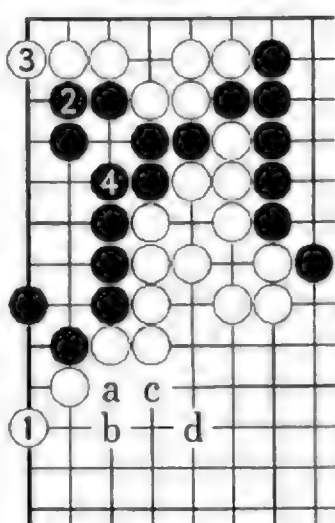


Figure 2 (56 - 76)



Dia. 2

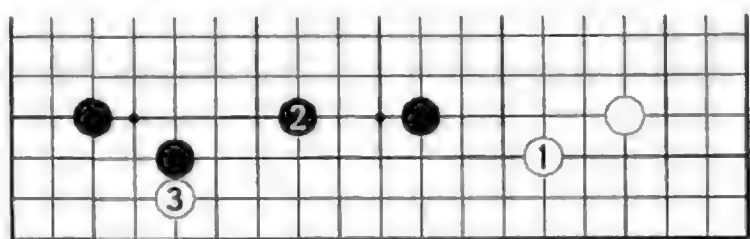


Dia. 3

than Black 'a' in Dia. 2. Right now White could net Black 'a' with 'b-c-d', but this net may disappear later.

Black 65 prevents White 65.

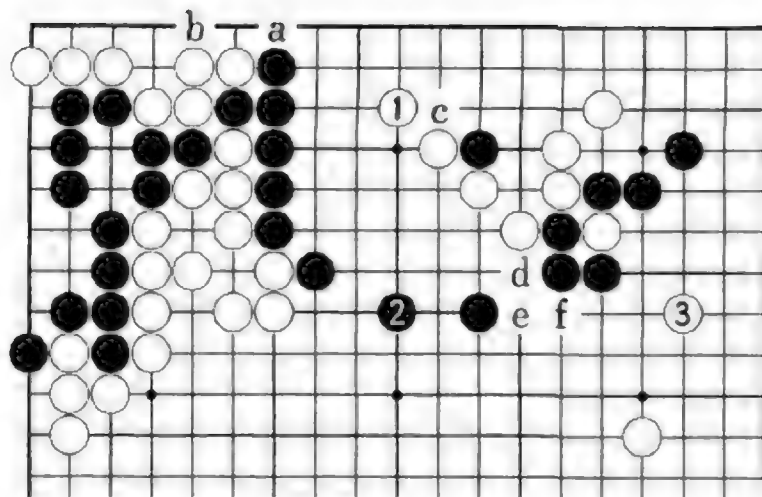
White 66 is not a good invasion, because Black is strong to the left. If White plays at the bottom, he should play 1 in Dia. 4.



Dia. 4

Dia. 4. White makes Black play 2, then probes at 3, a move made possible by White 1 and the white thickness above.

Dia. 5. But White should actually play 1 at the top, keeping his distance from the black wall because Black can play 'a' in sente, threatening 'b'. White 1 prevents Black 'c' and prepares for White 2. Black has to defend at or around 2, so White gets to extend to 3 on the right side. This opens up such possibilities as White 'd', Black 'e',



Dia. 5

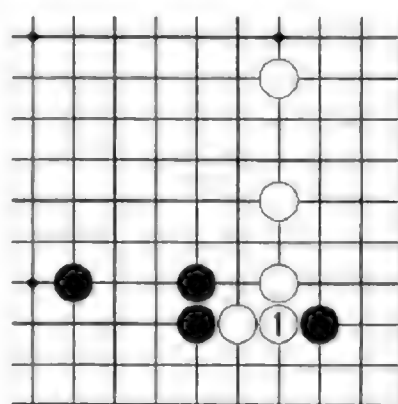
White 'f' and gives White a reasonable game.

Black 67. Black should invade at 70. If White 69, Black 'e'.

Aguilar: 'Perhaps White 68 was better played at 72, as Black is left with the option of living in the corner after attacking White 66.'

On the contrary, the moves White played (68 and 70) gave him an ideal shape. If White had played 68 at 72, Black could have cut him apart with 70. White would be hard put to defend against Black 'g' on the right side and moves like Black 'h' in the corner.

White 72. This descent would be good if the enclosure in the bottom left were white, so that White could expect something from attacking Black ▲, 67, and 69, but with White 66 also weak, White should play 1 in Dia. 6.



Dia. 6

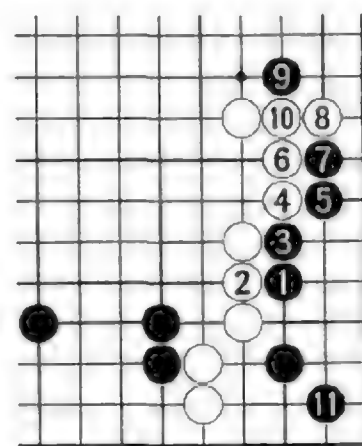
Dia. 6. This contact play gives Black less freedom of action in the corner.

Black 73. Black should not hesitate to play 'f' and live as shown in Dia. 7.

Dia. 7. White's group as a whole is left rather naked, and he cannot expect much from attacking the black stones to the left.

White 74. A standard defensive tesuji.

Black 75 should have been 'k'. The hane at 75 looks aggressive, but it actually helps White find a defense.



Dia. 7

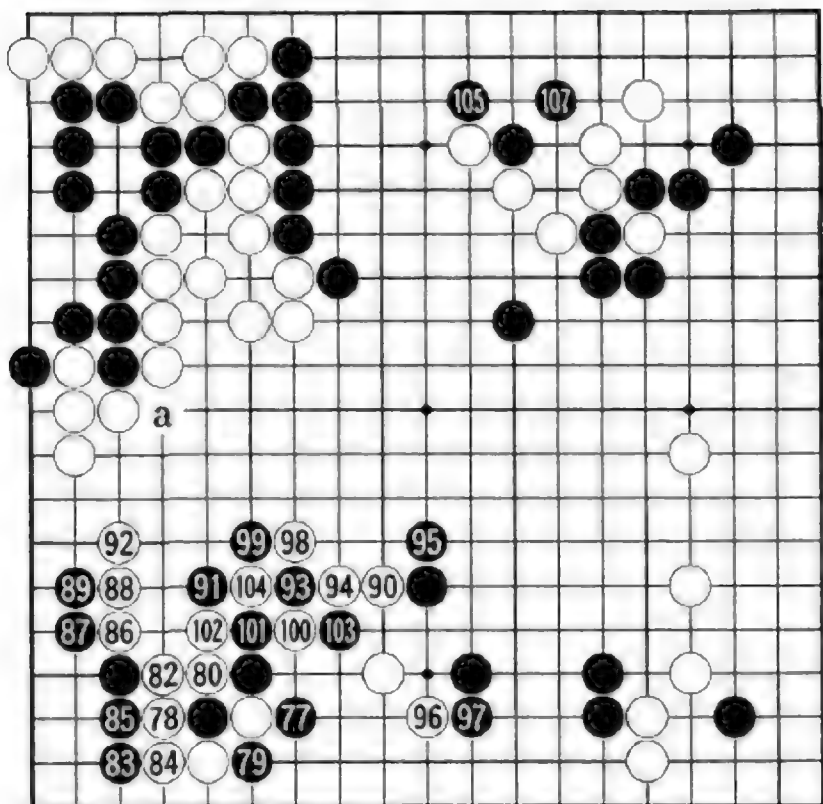
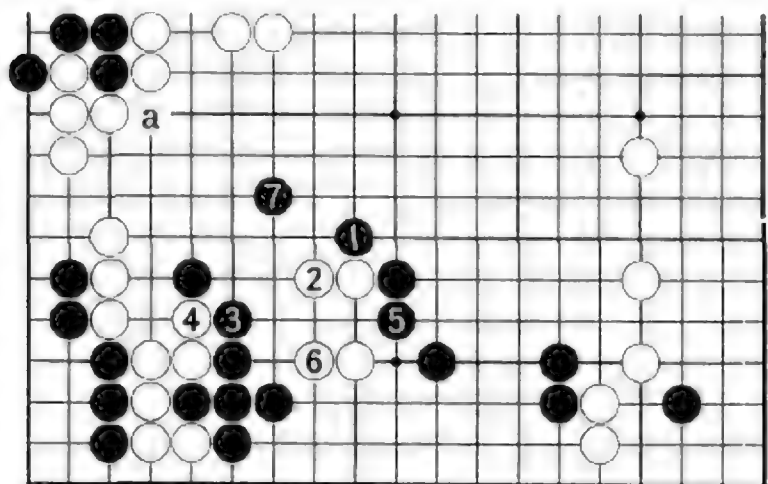


Figure 3 (77 – 107)
81 connects. 106 connects ko at 93

Figure 3 (77 – 107)

The exchange through 82 puts White into the lead. White 84, however, gives the lead right back to Black by handing over the whole corner. White 85, Black 84, White 86 (covering the cutting point at 'a') would have been correct.

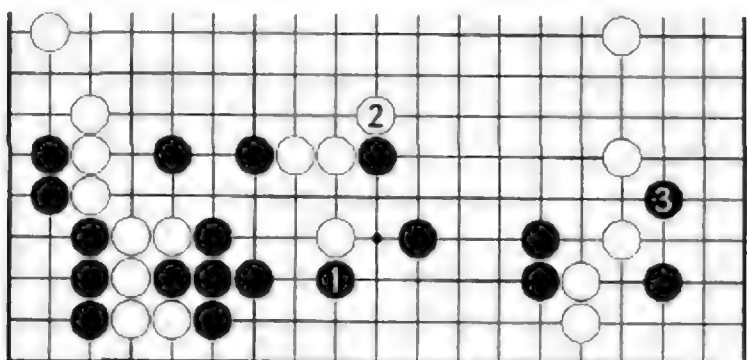
Black 93. Premature. Black loses the chance to start a stronger attack.



Dia. 8

Dia. 8. He should have at 1, then perhaps go in for the kill with 3, 5, and 7. Besides his bottom center group, White has Black 'a' to worry about.

Black 95. The losing move. Having missed his chance to do White in, Black should have beat



Dia. 9

a retreat with 1 in Dia. 9.

Dia. 9. Black 1 safely crosses under. If White plays 2 (he has to do something about the center), Black counters with 3, lives in the corner, and keeps the lead.

White 96–106. White captures nine or ten black stones and some forty points of territory. The question is what will become of the top right.

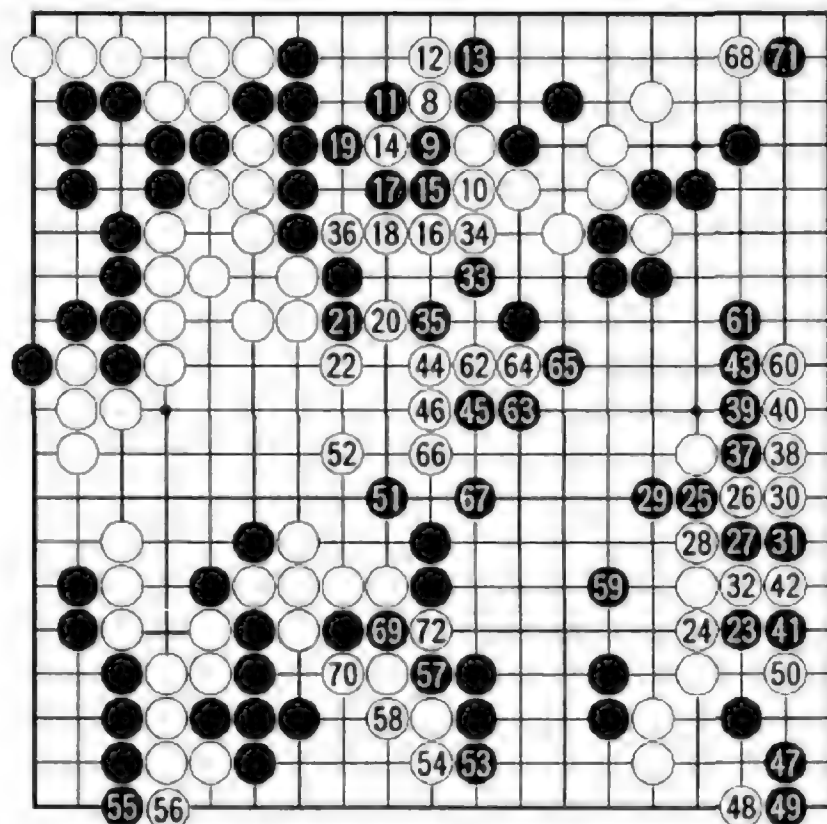
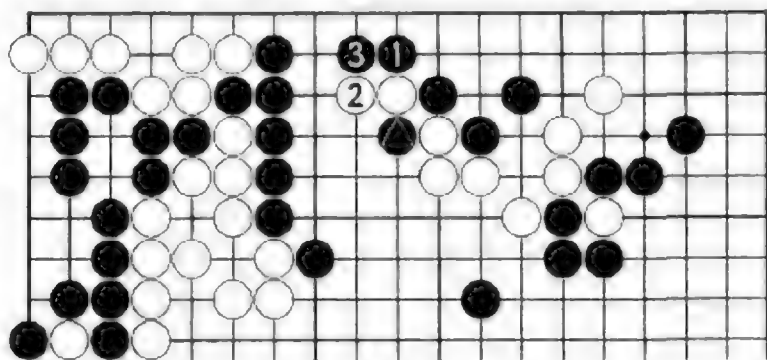


Figure 4 (108 – 172)

Figure 4 (108 – 172)

Black 11. Better to give atari at 12.

Dia. 10. This way Black can give up the tri-angled stone and White cannot drive him around as he did with 14, 16, and 18 in the figure.



Dia. 10

Aguilar: 'I think that the game was almost decided (in White's favor) by White 20.'

Black seems to have been aware of this too.

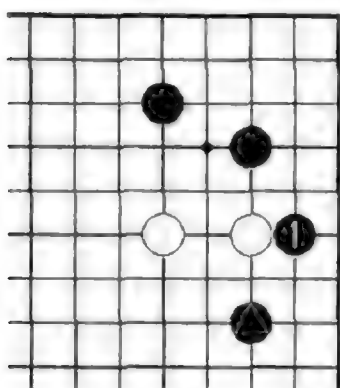
Black 25. Black should play 32 and follow Dia. 7, but that would not be enough to win. Black tries for complications, but White lets him get nowhere and builds up a thirty-point lead. An unfortunate loss for Black, considering how well he played up to 93 and 95 in Figure 3.

Black resigns at White 172.

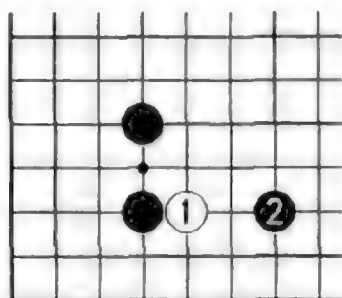
(Translated by James Davies)

Advanced Tesuji Problems

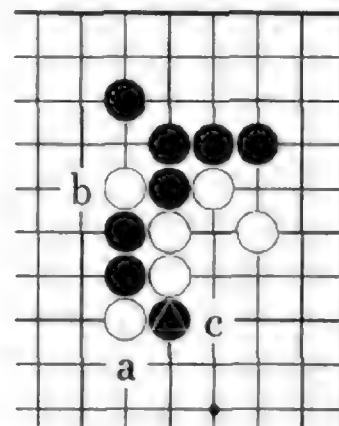
The following problems are all of dan level and it would probably take a very strong player to solve them naturally in the course of a game, that is, without having them isolated as problems to be solved. They are not meant to be easy, but they are, we hope, entertaining and instructive. In some cases it takes a mental leap to arrive at the solution, so these problems may even open up a new perspective on the tactics of the game.



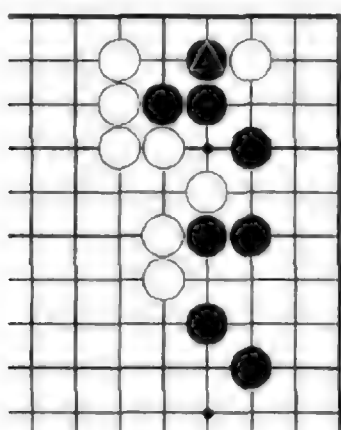
Problem One: White to play
Black has attached at 1 in an attempt to save the ▲ stone. What is White's severest counter? Incidentally, it is not a hane above or below 1 — that would not make a very difficult problem.



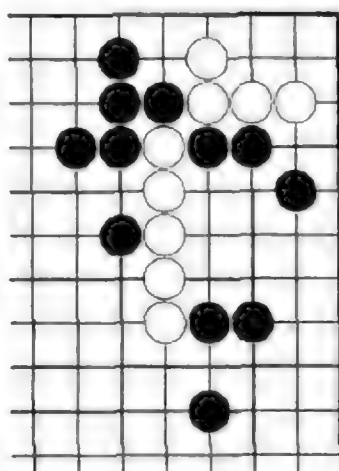
Problem Two: White to play
Black counterattacks with 2 when White attaches at 1. There is a standard tesuji for White to settle his stone *lightly*.



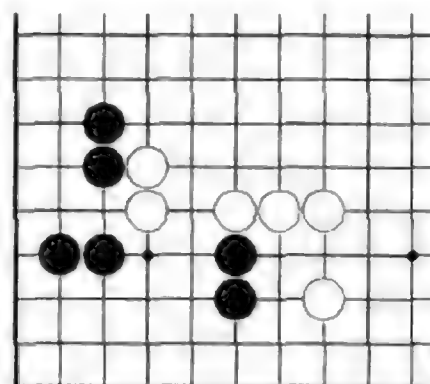
Problem Three: White to play
Assuming that all ladders are favourable, what is the best way for White to attack Black ▲? The ladder with White 'a', Black 'b', White 'c' is unsatisfactory as Black can play a ladder block. White has something better.



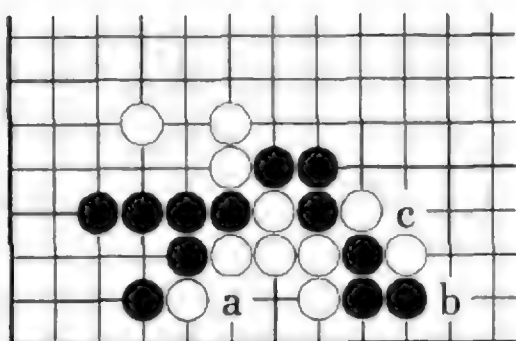
Problem Four: White to play
Black has just blocked at ▲, but White can use his solitary stone to exploit a defect in his shape.



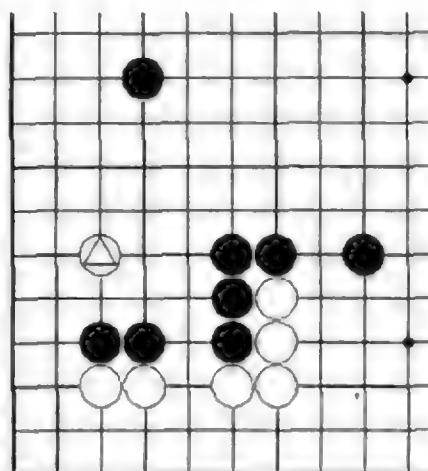
Problem Five: White to play
Living in the corner is not a problem, but White has something better.



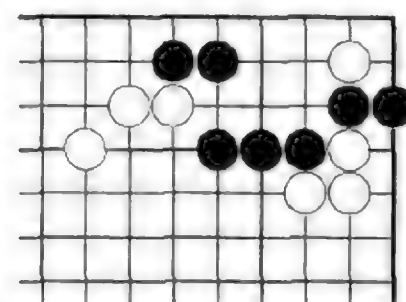
Problem Six: White to play
White can devastate Black's corner but he must pick the right invasion point.



Problem Seven: White to play
White to save his six stones. White 'a' is too slow because of Black 'b'. Verify for yourself that 'c' is also too slow.



Problem Eight: White to play
White can make effective use of his captured stone ▲.

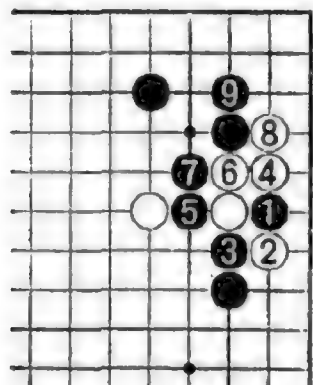


Problem Nine: White to play
White can use the aji of his captured stone to make a mess of Black's corner.

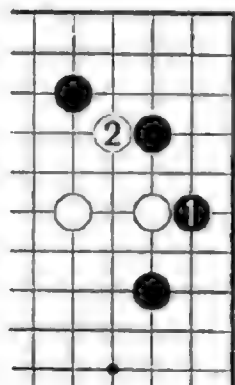
Answers

Problem One

Dia. 1. If White hanes at 2, he can gouge out the side, but Black builds excellent thickness with 3 to 9. This is an uninteresting result for White. White 2 at 4 is much the same.



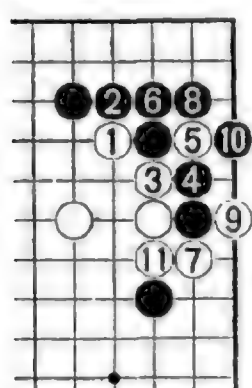
Dia. 1: wrong



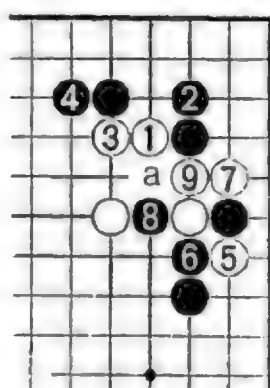
Dia. 2: the tesuji

Dia. 2. White 2, striking at the central point of Black's corner enclosure, is a clever tesuji.

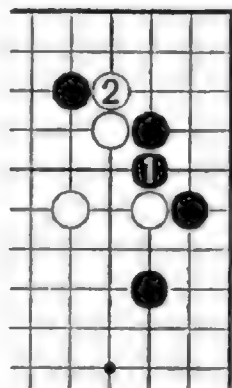
Dia. 3. If Black blocks at 2, White counters with 3 and 5 and is able to cut off a black stone up to 11. This is a great success.



Dia. 3



Dia. 4



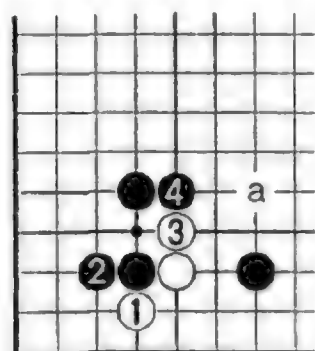
Dia. 5

Dia. 4. If Black gives way with 2, White forces with 3 and can now make the hane at 5, as this time Black cannot connect up. After 9, Black cannot cut at 'a', thanks to the tesuji of 1.

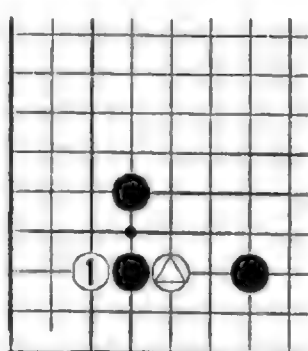
Dia. 5. If Black defends the right side with 1, White is of course delighted to push through with 2.

Problem Two

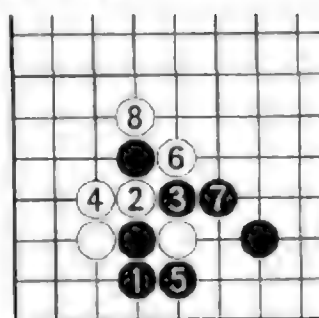
Dia. 1. White 1 is an attempt to cling on to White's original stone, but this only makes White heavy. If next White 3, Black can push at 4, or, depending on the position, he may attack at 'a' — either way White will be in trouble.



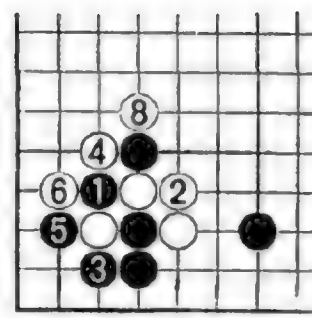
Dia. 1: heavy



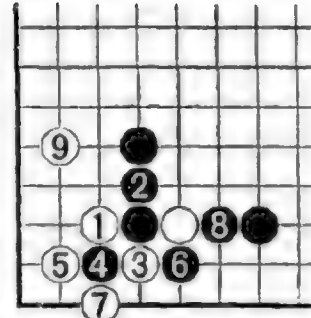
Dia. 2: correct



Dia. 3



Dia. 4



Dia. 5

7: connects

Dia. 2. White should stop worrying about his Δ stone — the key to settling himself lightly is to attach at 1.

Dia. 3. If Black 1, the hane of 2 is a good continuation. If 3 and 5, White captures with 6 and 8 for an excellent result. Instead of 3 —

Dia. 4. If Black cuts on this side, White sets up a ladder with 4 to 8, getting another profitable result.

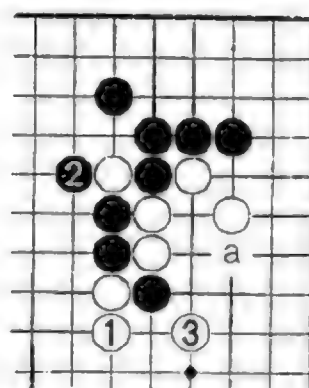
Dia. 5. Black therefore has little choice but to connect at 2. When White connects underneath with 3, Black will make a cut, but White just has to capture the cutting stone for a satisfactory result.

Problem Three

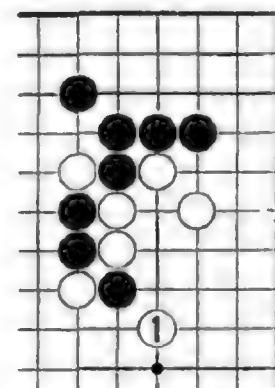
Dia. 1. If White 1, Black must defend against the outside ladder with 2. We said that setting up a ladder above 3 was unsatisfactory, but White 3 here is also not good enough, as it leaves Black the aji of the contact play at 'a'.

Dia. 2. The somewhat startling move of 1 is the tesuji.

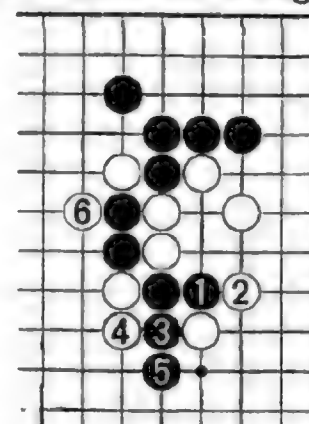
Dia. 3. If Black attempts to escape with 1,



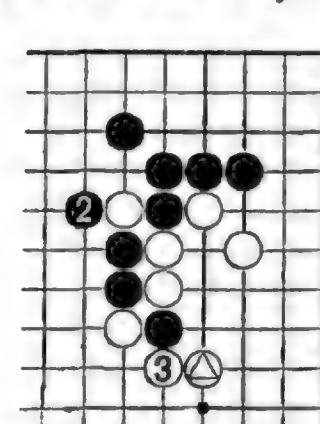
Dia. 1: not enough



Dia. 2: the tesuji



Dia. 3



Dia. 4

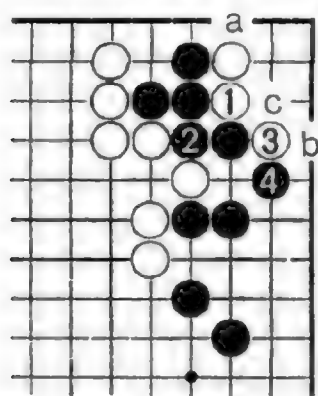
White forces with 2 and 4, then sets up a ladder with 6. Black can't allow this.

Dia. 4. Black will therefore answer White Δ by capturing at 2. White then captures solidly with 3 and there are no defects left in his shape.

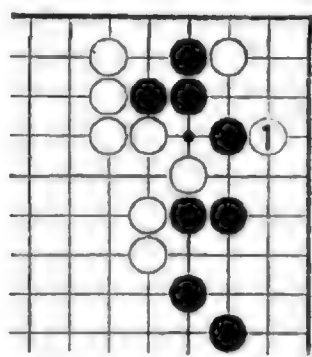
Problem Four

Dia. 1. White 1 and 3 are crude. After 4 White can play 'a' — if Black blocks, he plays 'b' next for a ko in the corner — but Black will just capture at 'c'. White can do better than this.

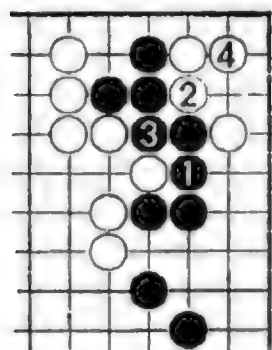
Dia. 2. The simple attachment at 1 is the only move. White can decide his continuation when he sees how Black answers.



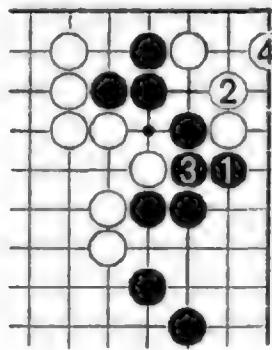
Dia. 1: not enough



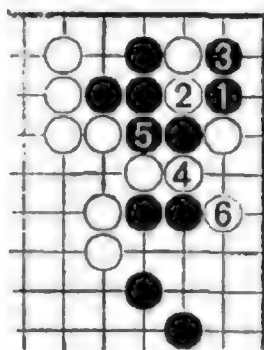
Dia. 2: the tesuji



Dia. 3



Dia. 4



Dia. 5

Dia. 3. If Black just connects at 1, White lives easily in the corner with 2 and 4.

Dia. 4. If Black 1, White pulls back at 2. Black must play 3, so White once again lives in the corner.

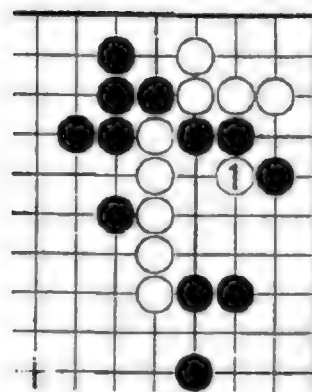
Dia. 5. If instead Black 1, White cuts at 2. If 3, White breaks into Black's side territory with 4 and 6.

Problem Five

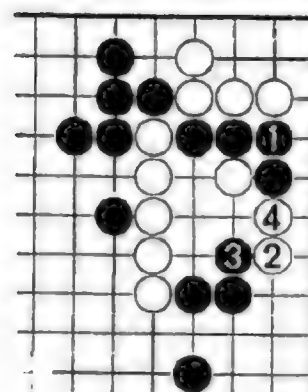
Dia. 1. White 1 is obviously the key point for attacking the black stones and reducing their liberties. The real problem is to find White's next move.

Dia. 2. If Black 1, dropping back and continuing the attack from a distance is an exquisite tesuji. Black 3 is useless as White answers at 4 and wins the ensuing capturing race.

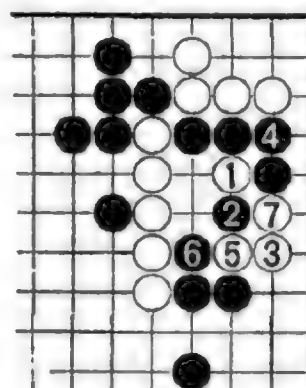
Dia. 3. If Black answers 1 with 2 here, White



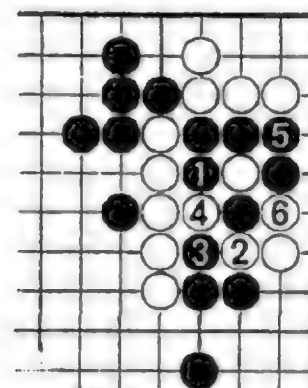
Dia. 1: the tesuji



Dia. 2



Dia. 3



Dia. 4

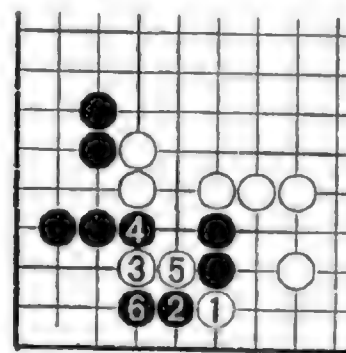
once again continues with the placement at 3. If Black 4, White wins the fight with 5 and 7.

Dia. 4. If Black 1 here, White counters with 2 to 6, getting a ko.

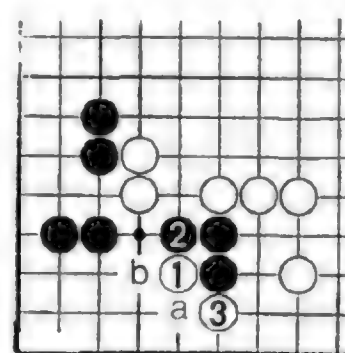
Problem Six

Dia. 1. The combination of the contact play at 1 and the placement at 3 is often seen, but here it does not work. Black counters with 4 and 6 and White has run out of tricks.

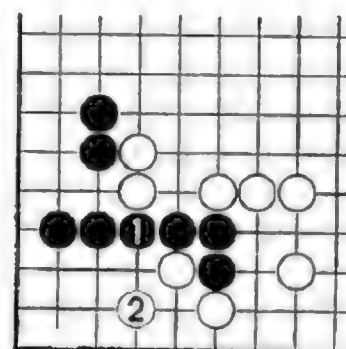
Dia. 2. The blunt contact play at 1 is the correct tesuji for the occasion. If Black 2, White hanes at 3. If instead Black plays 2 at 'a', White 'b' clearly gives White a good result.



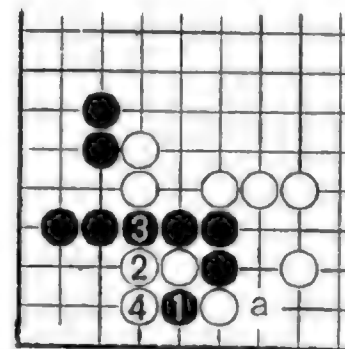
Dia. 1: the wrong tesuji



Dia. 2: correct



Dia. 3



Dia. 4

Dia. 3. If Black connects at 1, White 2 completes a successful invasion.

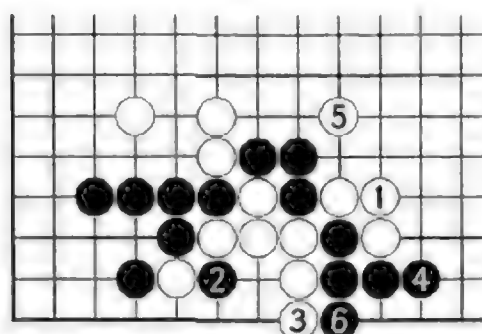
Dia. 4. If instead Black gives atari at 1, White

responds with 2 and 4. Even if Black plays 'a', White easily lives in the corner.

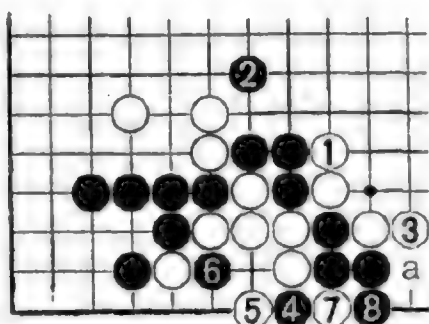
Problem Seven

Dia. 1. To begin with, White does not have time to connect at 1, as Black wins the fight with 2 to 6.

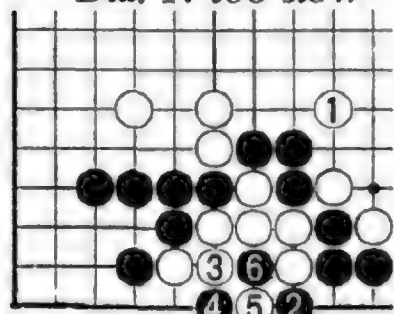
Dia. 2. If White pushes up at 1, forcing Black 2, then extends at 3, Black will not play 'a' but will counter with 4 to 8, getting a ko.



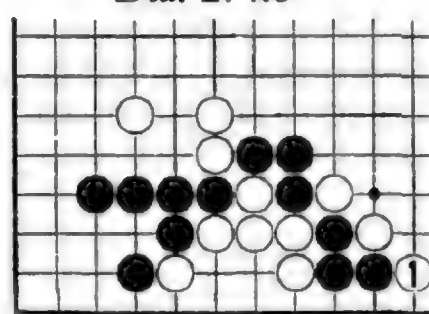
Dia. 1: too slow



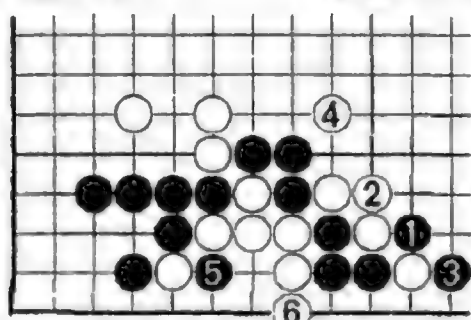
Dia. 2: ko



Dia. 3: also ko



Dia. 4: correct



Dia. 5: White wins

Dia. 3. Another possibility is the pressing move at 1, but once again Black gets a ko with 2 to 6.

Dia. 4. The two-step hane of 1 tides White over the crisis.

Dia. 5. Black must cut at 1 and capture at 3, but this time White 4 puts White ahead in the capturing race. When Black attacks with 5, White 6 is a cool move which prevents Black from giving atari on either side.

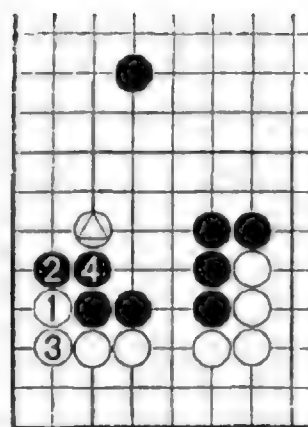
Problem Eight

Dia. 1. The ordinary endgame moves of 1 and 3 make no use whatsoever of White Δ .

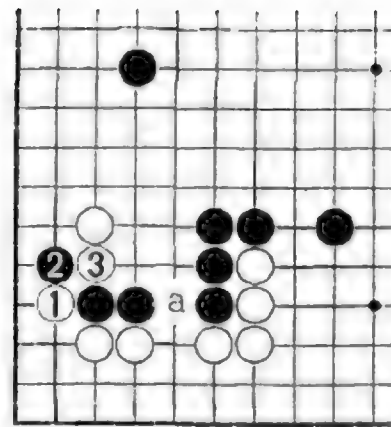
Dia. 2. The trick is to cut at 3 after Black blocks at 2. This makes miai of capturing 2 and giving atari at 'a'.

Dia. 3. If Black 1, White storms through Black's position with 2 to 8. This is a great success.

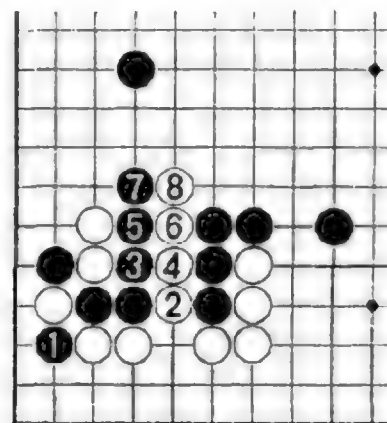
Dia. 4. Note the importance of the order of the moves. If White plays 1 first, the tesuji no



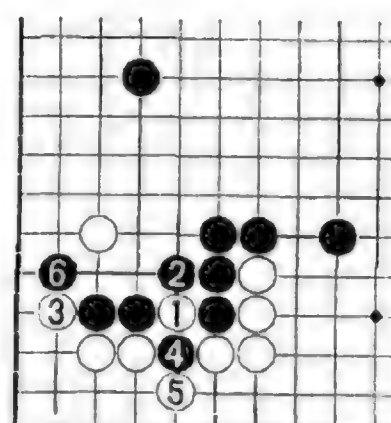
Dia. 1: mediocre



Dia. 2: the tesuji



Dia. 3



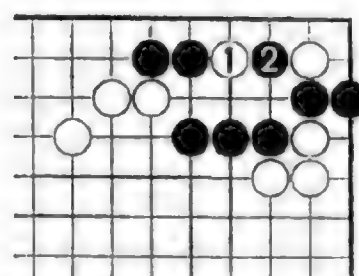
Dia. 4: wrong

longer works. Black 4 upsets White's plans.

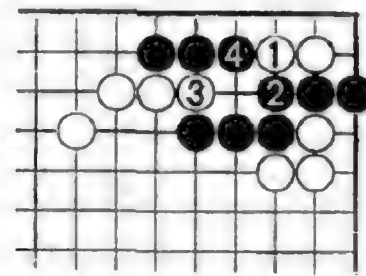
Problem Nine

Dia. 1. White 1 sometimes works, but it is not the tesuji here. White can do nothing after Black 2.

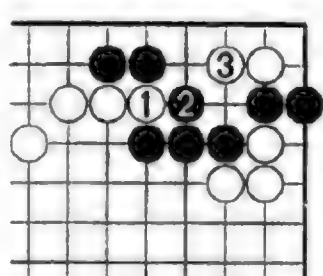
Dia. 2. Pushing at 1 does not work either. Black answers 3 at 4 and is safe.



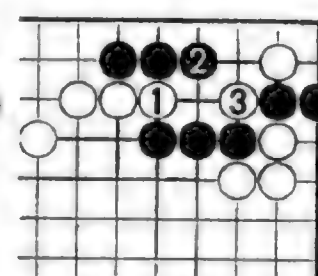
Dia. 1: wrong tesuji



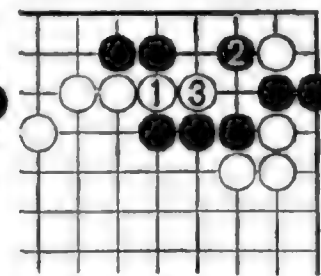
Dia. 2: wrong order



Dia. 3: correct



Dia. 4



Dia. 5

Dia. 3. The tesuji is to push through with 1 first. If Black blocks at 2, White 3 now threatens two cutting points. This shows how important it is to get the moves in the right order.

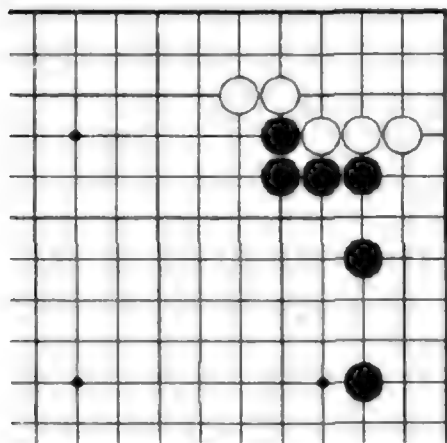
Dia. 4. If Black answers at 2, White cuts at 3. Whatever he does, Black will lose something.

Dia. 5. If Black tries defending at 2, White rips into his corner with 3. Black has no adequate answer to White 1.

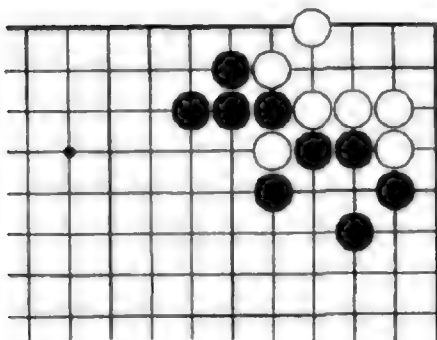
Good and Bad Style

Endgame Tesujis

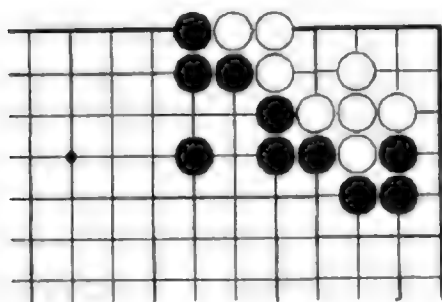
Black to play



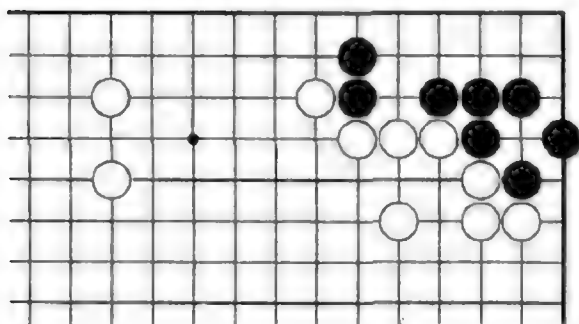
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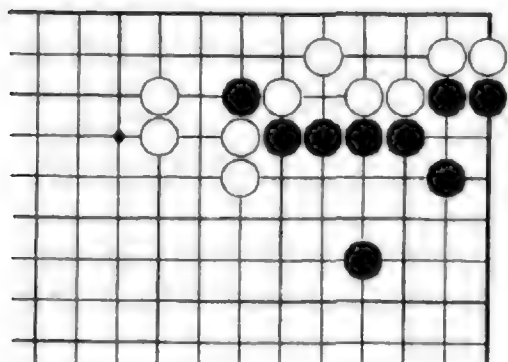
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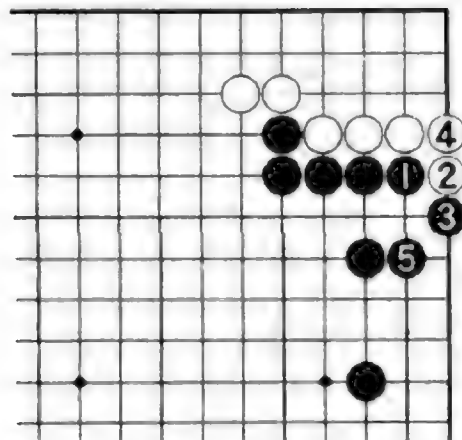


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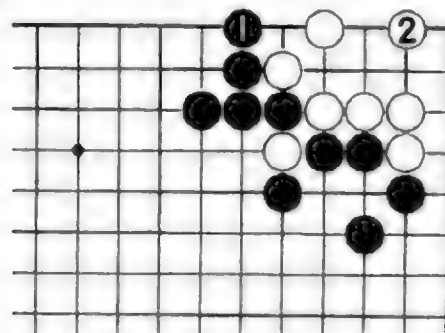


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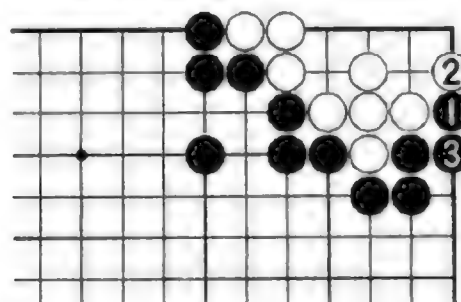
Vulgar Style



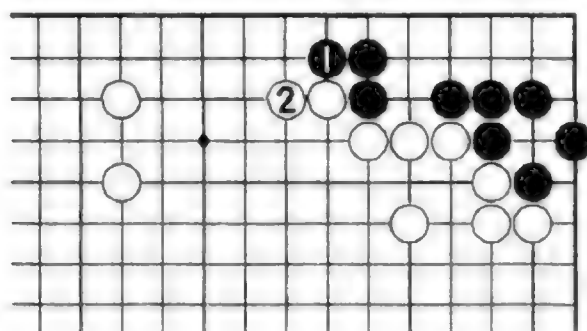
Black 1 only gives White the sente combination of 2 and 4.



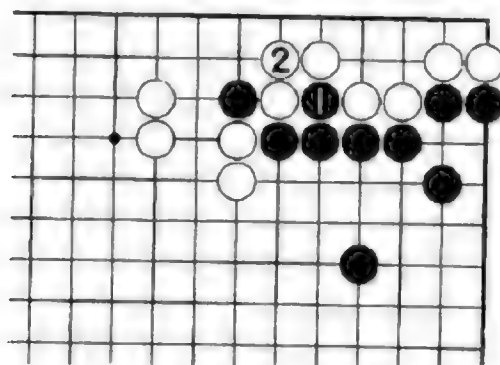
Black 1 may be sente, but White is grateful for the chance to defend at 2.



If Black hanes at 1, White gets six points in the corner.

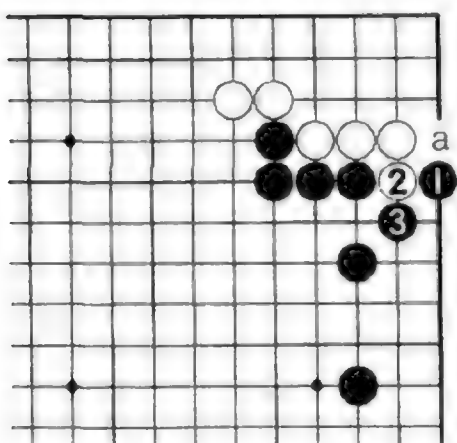


Black 1 is a big move, but Black has a more effective way of settling the shape here.

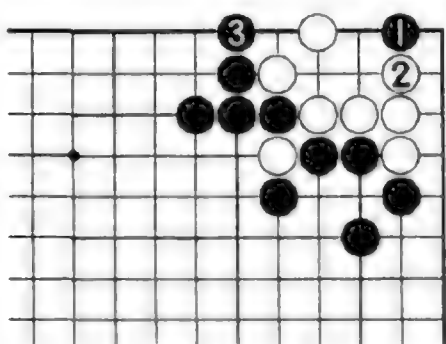


Black 1 loses points in sente. Black does not have to let White keep all of the corner.

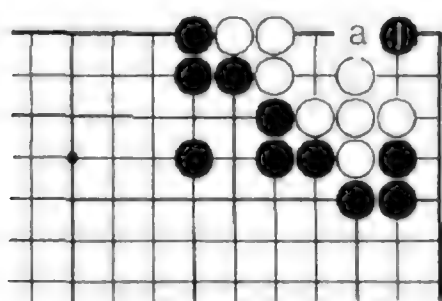
Correct Style



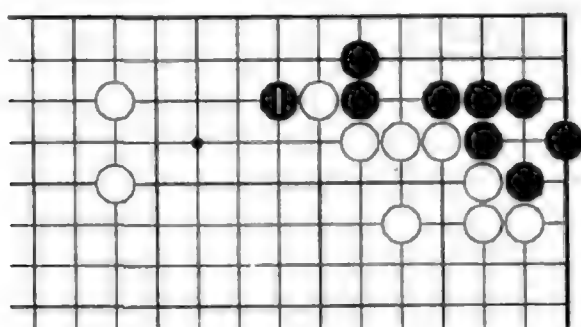
Black 1 is correct style. After 3, White 'a' will be gote. Therefore —



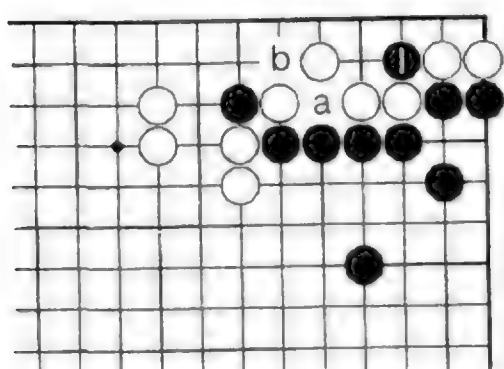
The placement at 1 is a clever sacrifice. If 2, Black descends to 3.



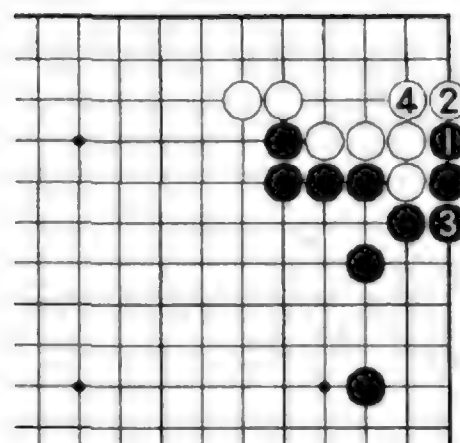
Black 1 is a sharp move. White will die if he permits Black 'a', so —



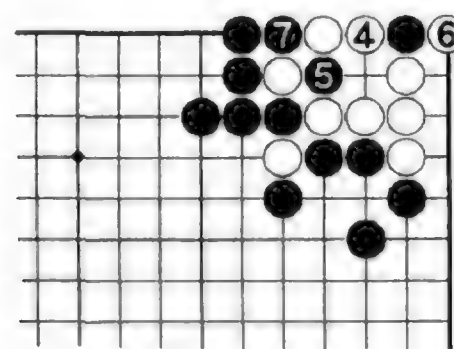
Clamping at 1 is the tesuji.



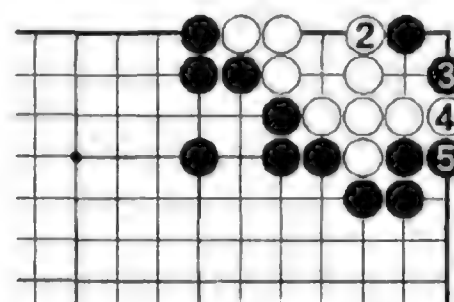
Black 1 is a clever cut. Black now threatens atari at 'a' and 'b'.



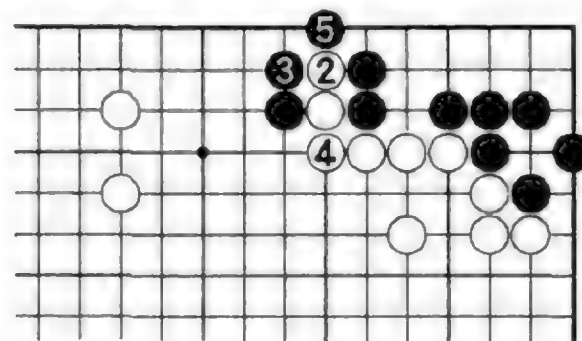
Playing 1 and 3 in sente becomes Black's privilege.



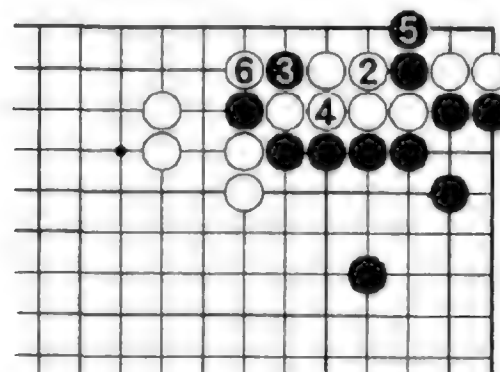
The sequence to 7 is forced. Black takes considerable profit, though in gote.



White 2 is forced. Black then gets a seki with 3 and 5, reducing White's corner to zero.



If White 2, Black 3. White cannot play 4 at 5, as Black would cut at 4, so he has to let Black connect underneath at 5.

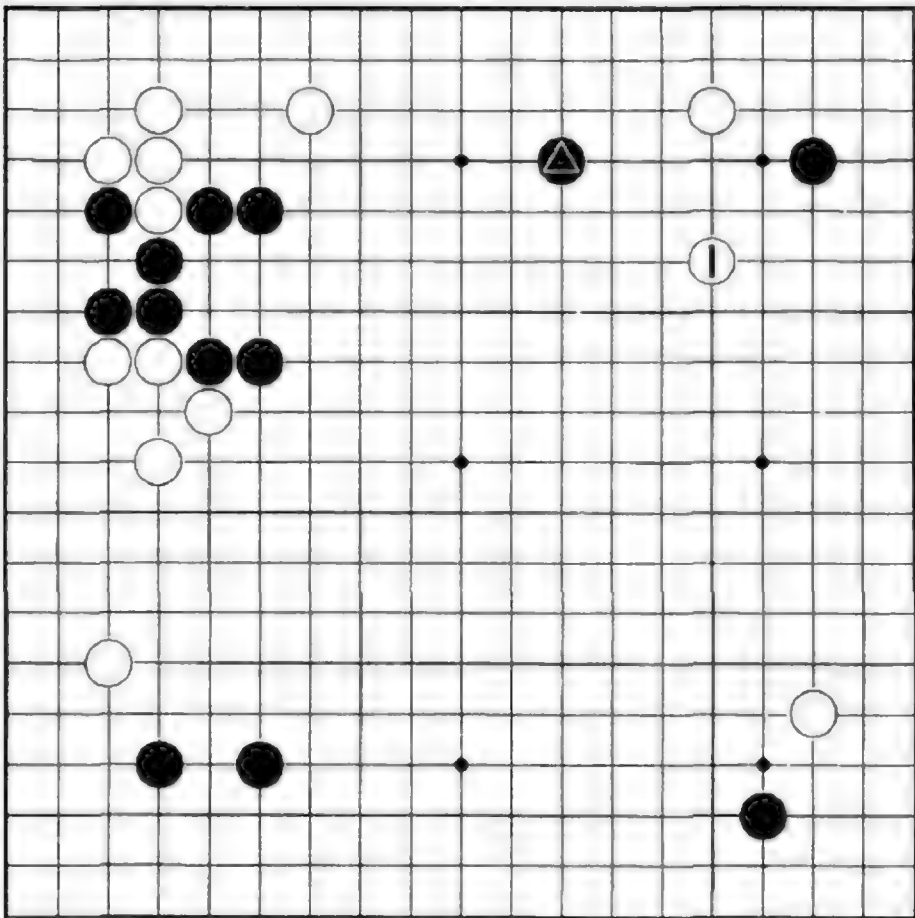


If White 2, Black ataris at 3, enabling him to capture two stones in the corner in sente with 5.

The Great Joseki Debate

Honda Kuniyisa 9-dan

How to choose a joseki in relation to the board as a whole is the theme of this debate. Three proposals are being made for White's next move: which one fits this opening best?

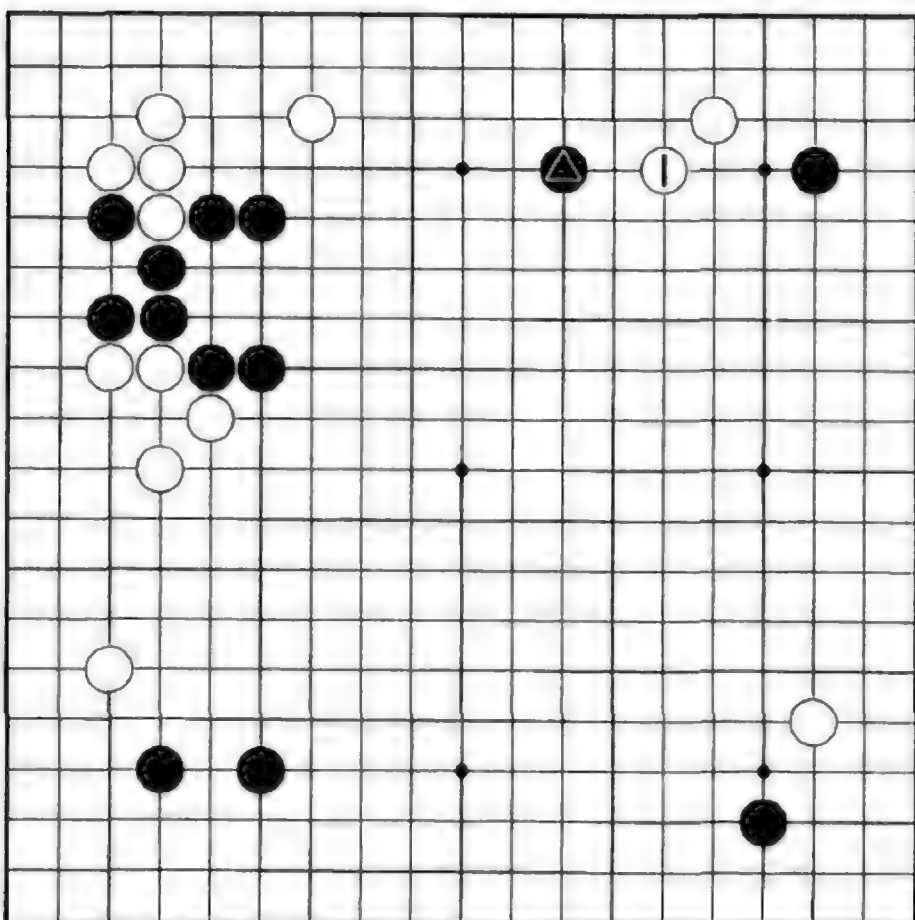


Dia. 1

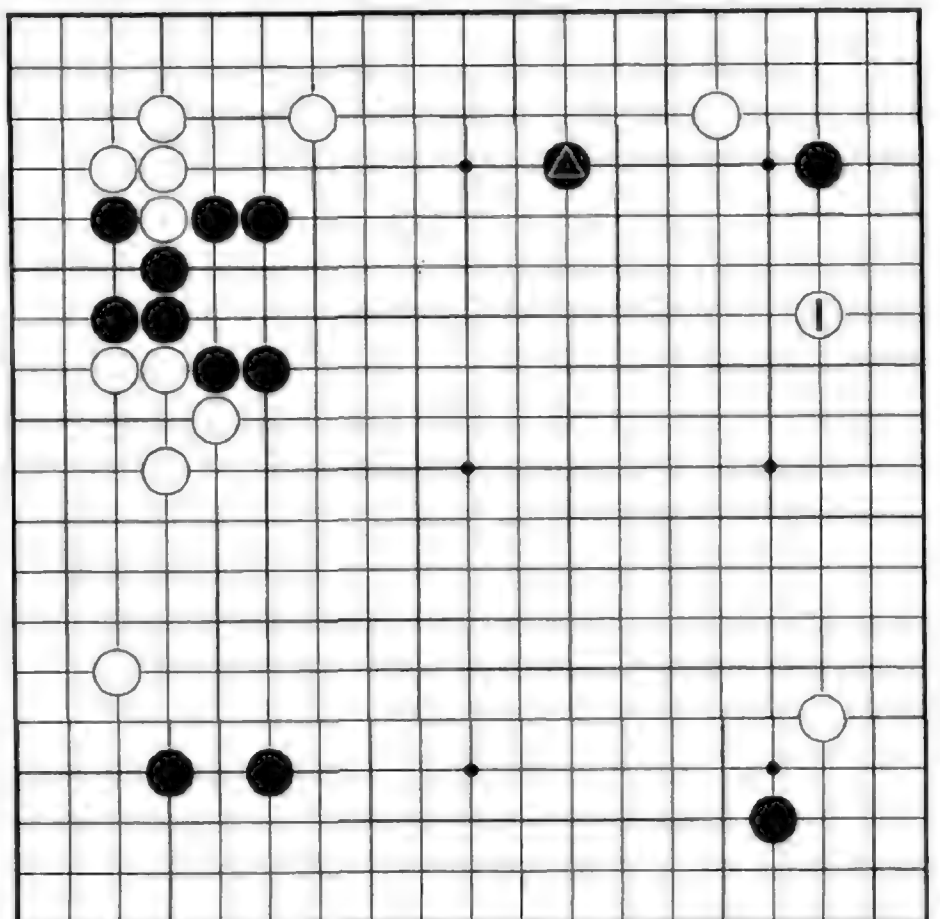
A: The question is hardly worth discussing. White is caught in a pincer, so what he has to do next is jump out into the center and get ready to counterattack the pincering stone with White 1 in Dia. 1. To put it another way, White 1 guarantees the future potential of White's group by keeping it from being surrounded.

B: I personally see no point in trying to attack the triangled pincer stone. White has no reason to go hopping into the center — he should try to settle himself right where he is. The move for that purpose is the diagonal move at 1 in Dia. 2.

C: The trouble with both of you is that you're fixated on the white stone caught in the pincer. White should detach himself completely from that stone and switch to the right side with 1 in Dia. 3. He can afford to give up the corner — it's not that big.

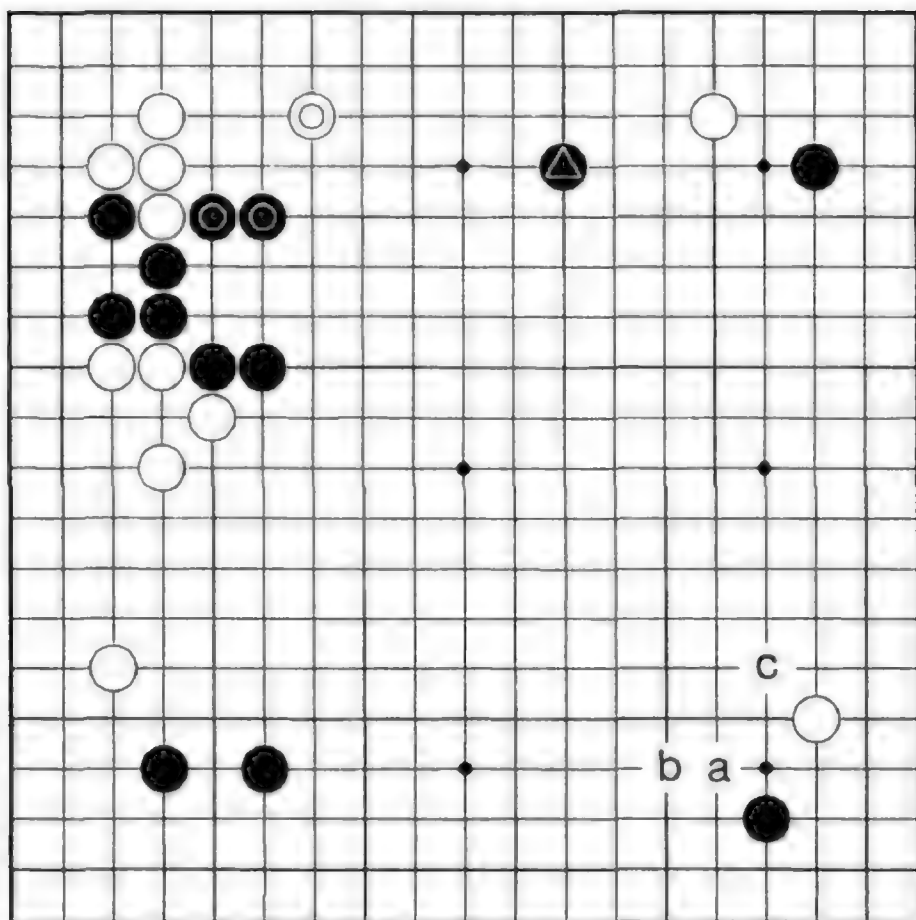


Dia. 2



Dia. 3

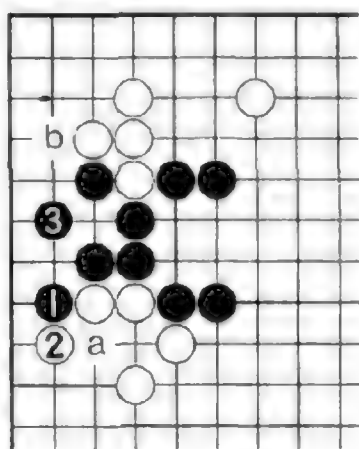
Fuseki Analysis



Fuseki Analysis

Before choosing a joseki, one must analyze the state of the two adjacent sides (and the diagonally opposite corner in case of ladders). Accordingly —

The upper side. This area has little appeal for Black, because the white group in the top left is secure and the circled white stone is low, on the third line. It has little appeal for White either, because the circled black stones limit his development and the black group they belong to is safe. Safe? Yes, because if Black ever gets into trouble, he can live by playing 1 and 3 in Dia. 1, making 'a' and 'b' miai.



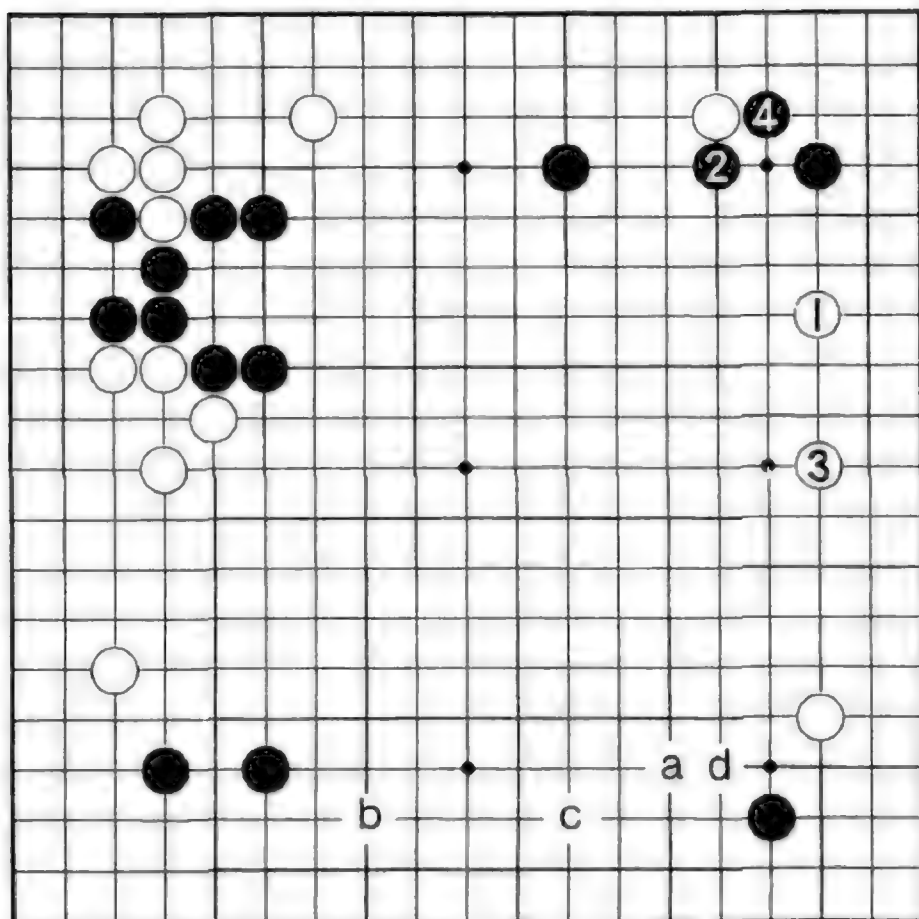
Dia. 1

The right side. The configuration in the bottom right corner gives White the advantage on this side, because he can press Black down immediately with moves like 'a' and 'b', while Black would have to play 'a' before pressing White down at 'c'. This is therefore an area that White should be bent on developing.

In terms of the top right corner, this means that White should choose a joseki that stresses the right side, so —

C Wins the Debate

Dia. 2. The counter-pincer at 1 is correct. Black 2 is the usual reply, and White continues

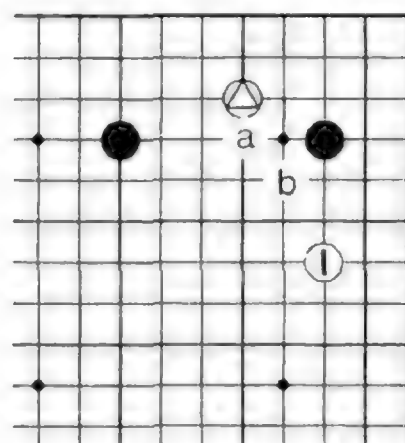


Dia. 2

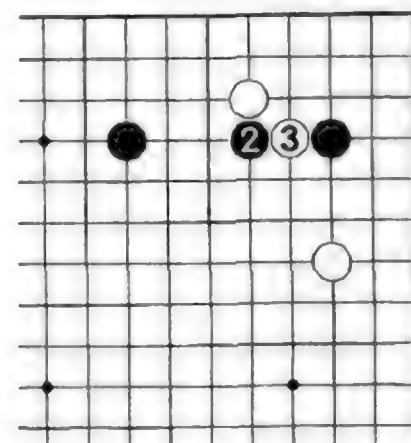
to favor the right side by extending to 3. Black will probably take the corner with 4.

White now has the initiative and can choose from among several attractive game plans. One would be to play the taisha at 'a' in the lower right. A second would be to approach the bottom left corner at 'b'. A third would be to play more patiently at 'c', making miai of White 'd' and a two-space extension to the left. The only plan that does not look interesting is to play 'd', which would erect a framework on the right side, but also harden the lower side and simplify the game.

Dia. 3. Let's take a closer look at White's counter-pincer at 1. Black has two standard replies: 'a' and 'b'.



Dia. 3

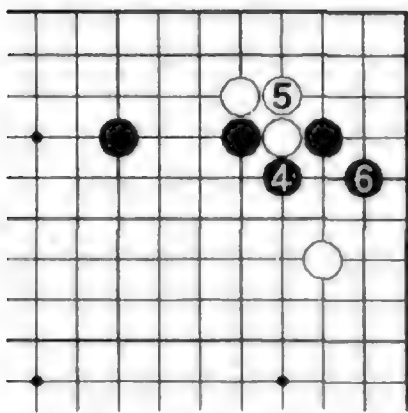


Dia. 4

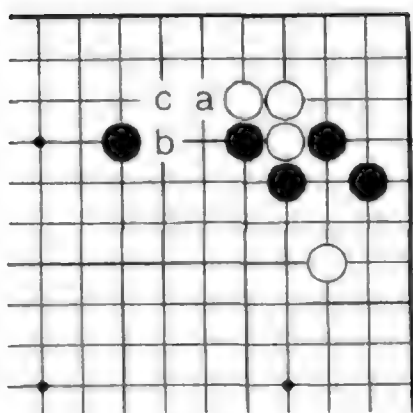
Dia. 4. If he plays 2, the more common choice, White's usual move is 3, although this depends on a ladder, explained below.

Dia. 5. Continuing, Black 4 and 6 make correct shape.

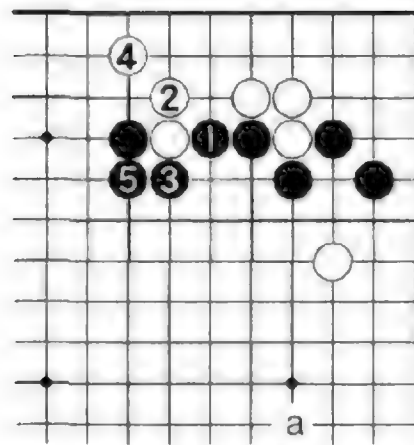
Dia. 6. White can now play 'a', 'b', or 'c'.



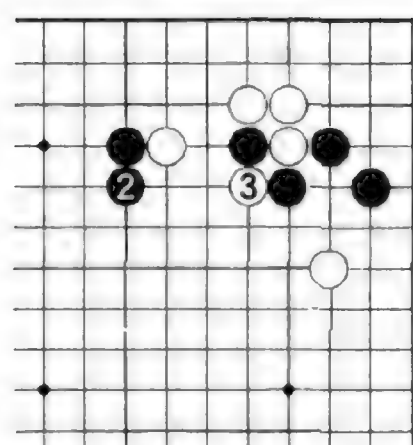
Dia. 5



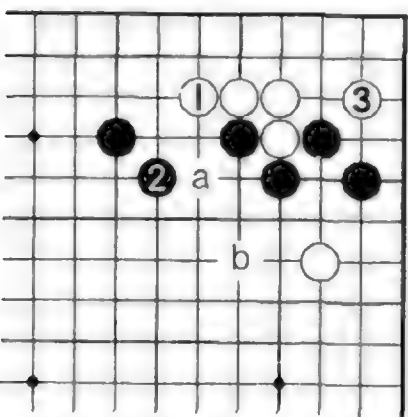
Dia. 6



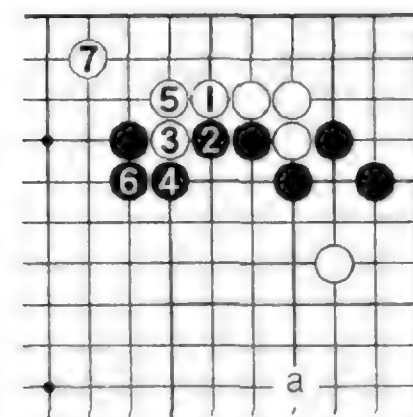
Dia. 11



Dia. 12



Dia. 7

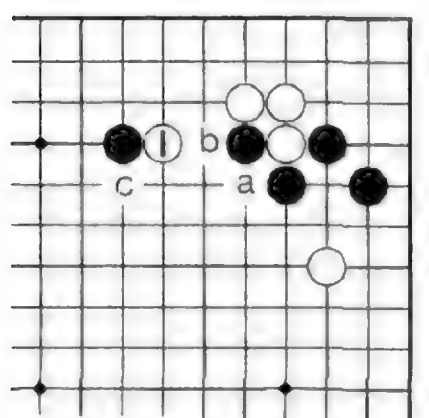


Dia. 8

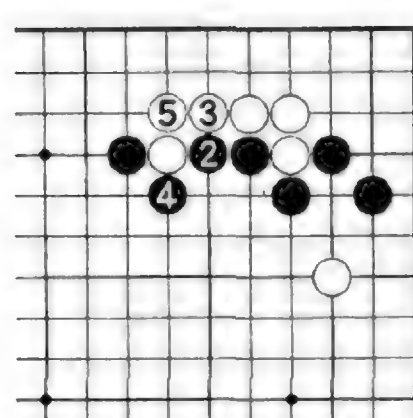
Dia. 7. To take White 1 first, if Black plays diagonally at 2, White settles his group with 3. White 'a' is a fairly serious threat, so Black will probably defend around 'b'.

Dia. 8. Black can also answer White 1 by pushing at 2. After White 7, Black will make a pincer attack around 'a'.

Dia. 9. White's second alternative is the contact tesuji at 1, which aims at cutting at 'a'. Black can reply at 'b' or 'c'.



Dia. 9



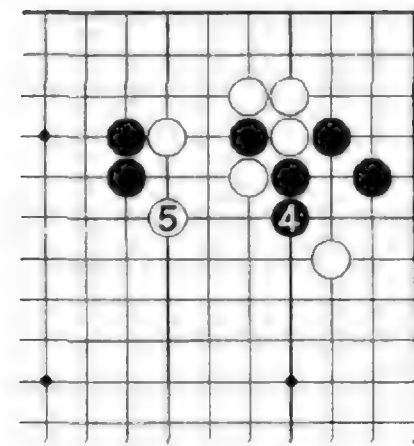
Dia. 10

Dia. 10. Black 2 and White 3 lead to the same result as Dia. 8.

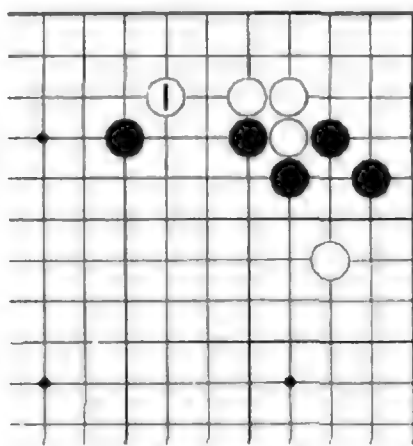
Dia. 11. But White can descend at 2, answering Black 3 with the diagonal move at 4. The purpose of this is to take sente and extend toward 'a' after Black connects at 5.

Dia. 12. If Black plays 2, White cuts at 3.

Dia. 13. Black should answer that at 4, and White 5 is the proper tesuji for reaching the center.



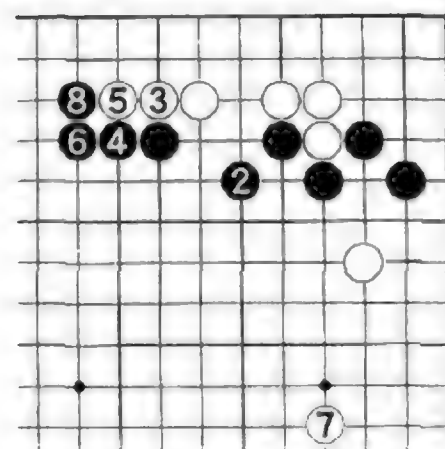
Dia. 13



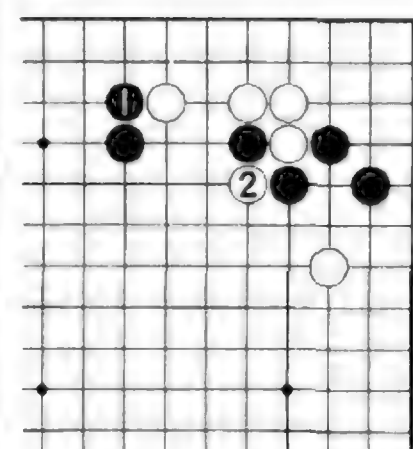
Dia. 14

Dia. 14. White's third alternative is to jump to 1.

Dia. 15. The diagonal move at 2 is the correct reply. White crawls twice with 3 and 5, then switches to the right side with 7. Black 8 is a good point, however, and the result is locally even.



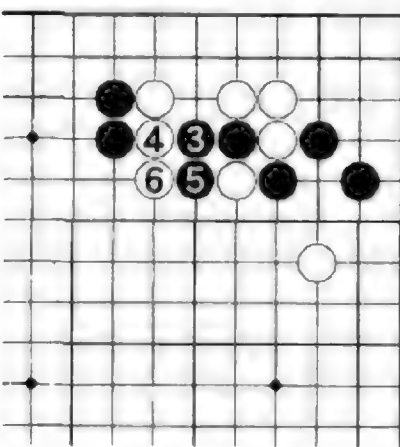
Dia. 15



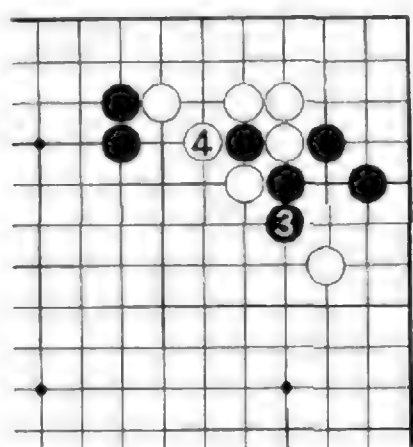
Dia. 16

Dia. 16. Black should not block at 1, because of what follows White 2.

Dia. 17. If Black escapes with 3 and 5, White splits him severely with 4 and 6.



Dia. 17

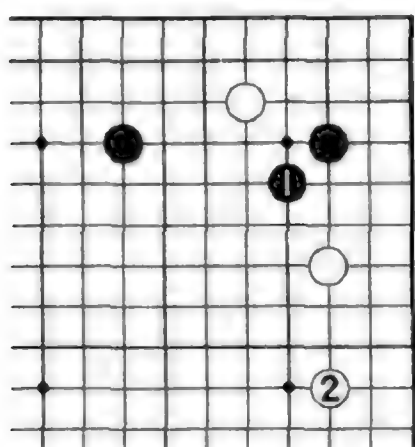


Dia. 18

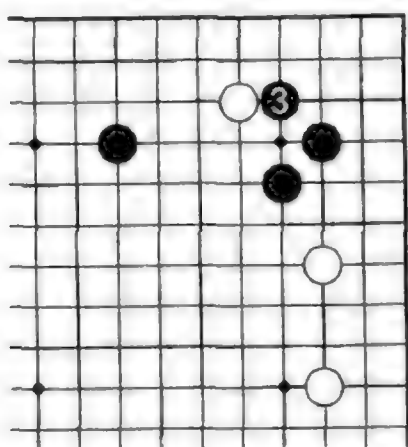
Dia. 18. (previous page) Letting White have a ponnuki with 4 is also bad.

Dia. 19. Black's second choice for his original reply was the diagonal move at 1. White extends at 2.

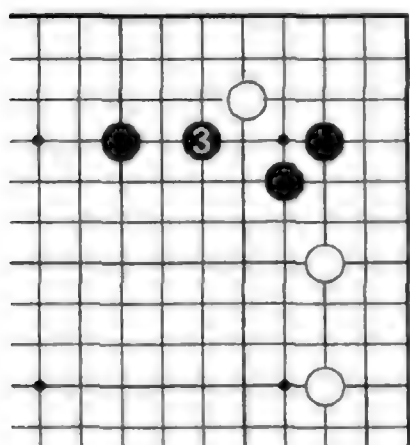
Dia. 20. Next Black can secure the corner with 3.



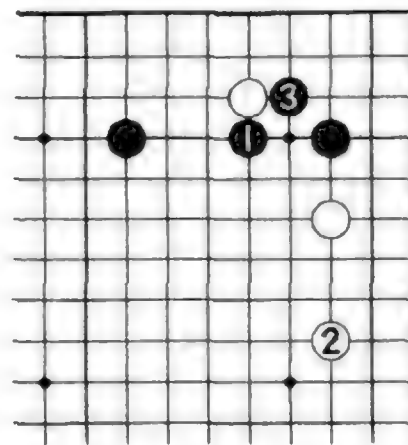
Dia. 19



Dia. 20



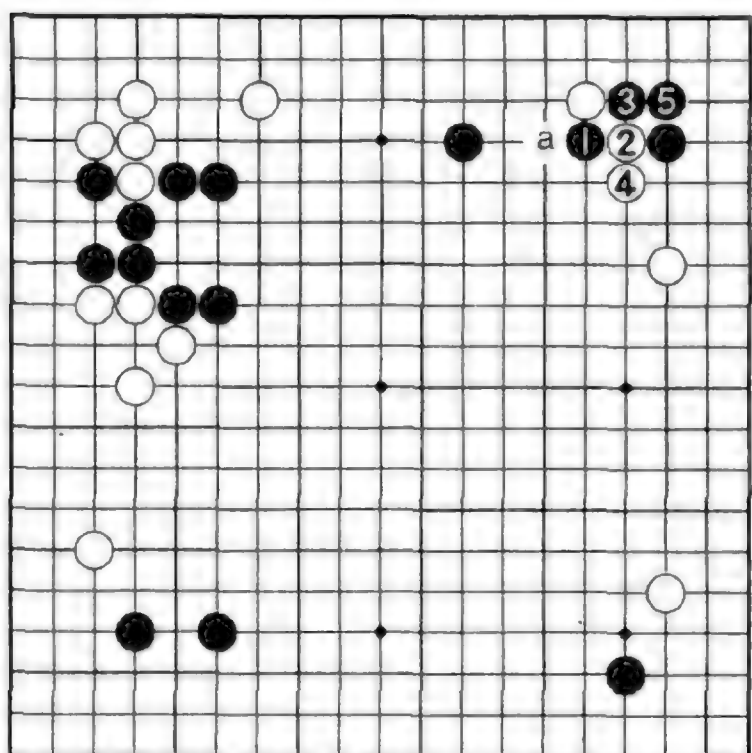
Dia. 21



Dia. 22

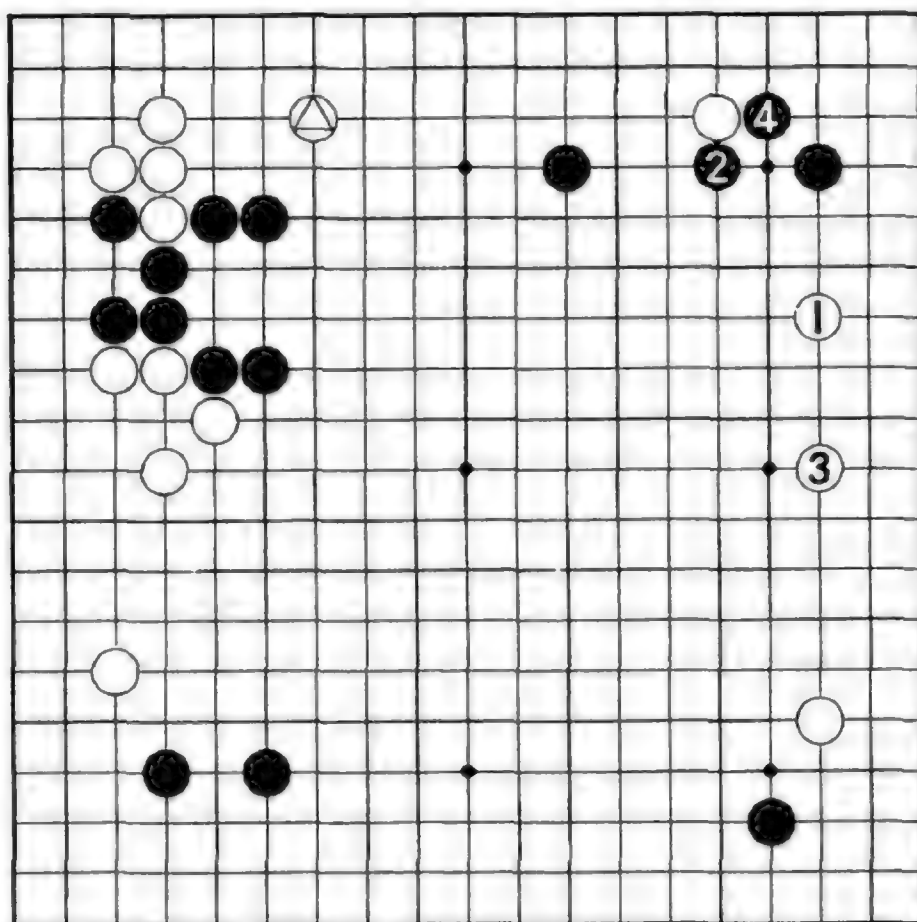
Dia. 21. Or he can play for outside influence.

Dia. 22. The last two diagrams are considered joseki, but neither of them is as good for Black as this. *Dia. 22* is therefore considered locally favorable for Black, which is why White usually wedges in on the star-point instead of extending at 2.



Dia. 23

Dia. 23. In this opening, however, if White wedges in at 2, Black will give atari at 3 and connect at 5. Since the ladder at 'a' is broken, White is going to have trouble pulling his position together. This invalidates all of the beautiful sequences in *Dias. 4* through 18. Normally, therefore, when the ladder at 'a' is broken, White does not play the two-space counter-pincer.

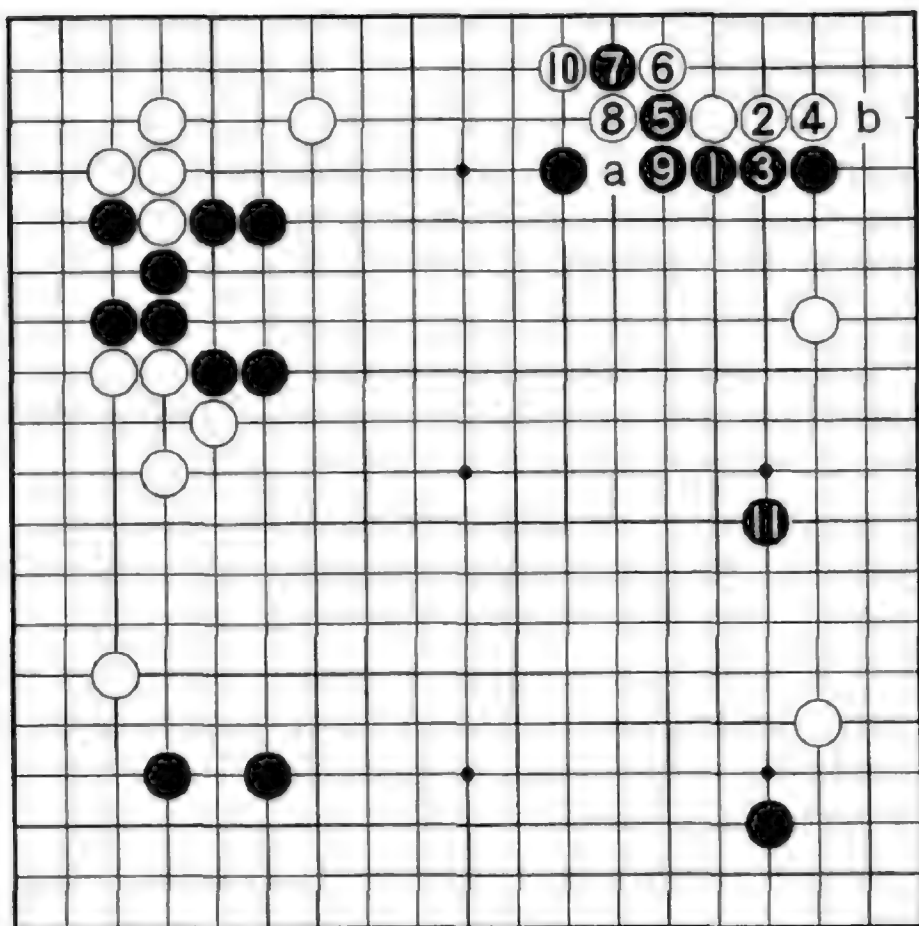


Dia. 24

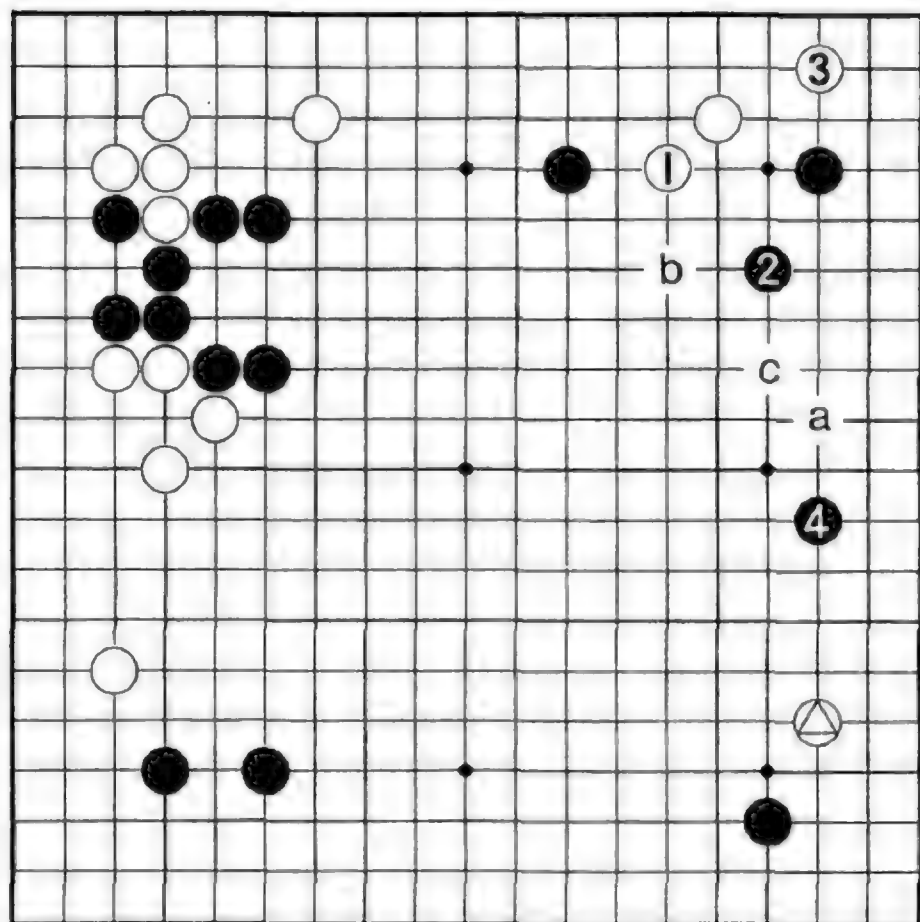
Dia. 24. But here he has dared to play it anyway. The reason is that White 1 and 3 give him the initiative in the game as a whole, while combining with the triangled stone to reduce the impact of the strength Black gets from 2 and 4.

Dia. 25. If White clings to the corner with 2, Black connects at 3, then plays the double hane at 5 and 7. The sequence through 10 makes Black very thick, and leaving such moves as 'a' and 'b' for later, he invades the right side with 11. Now he has the initiative.

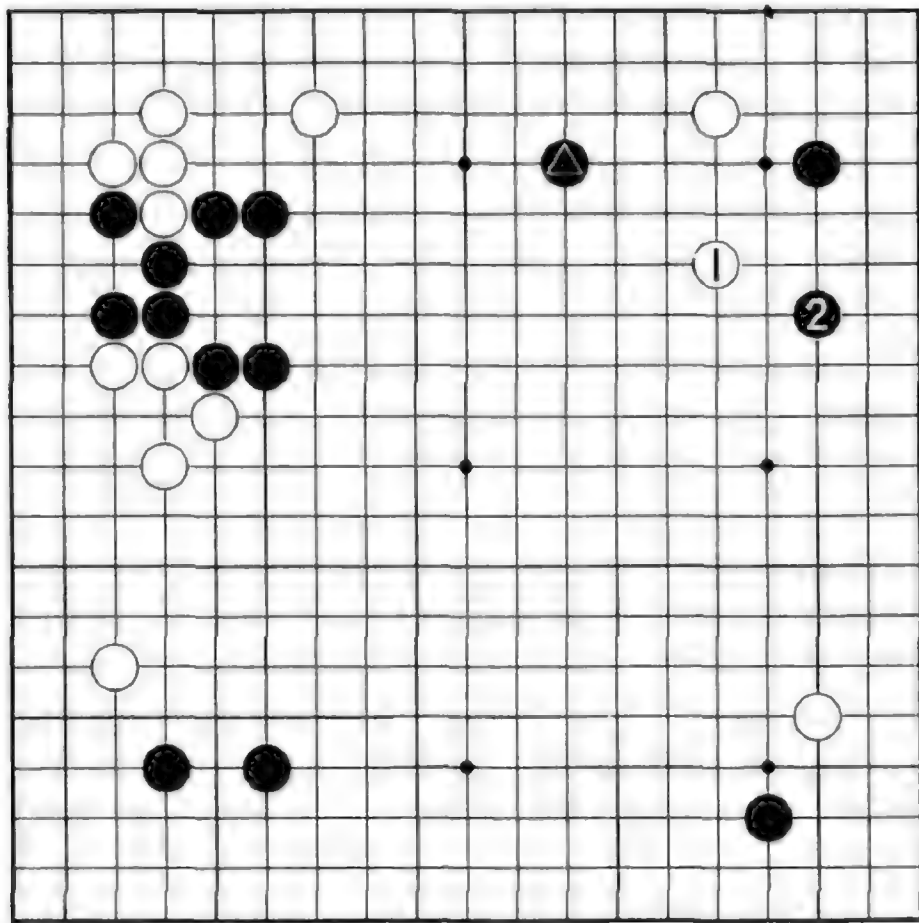
Dia. 26. A's proposal was White 1, a move that is frequently played and is frequently good, but not here. Black simply replies at 2, and what can White do next? The main purpose of White 1 is to attack the triangled stone. The exchange of 1 for 2 causes White a territorial loss, which he hopes to recoup by attacking. In this opening, however, the top is largely worthless to both sides, as we have seen, and no matter how hard White attacks the triangled stone, he cannot expect



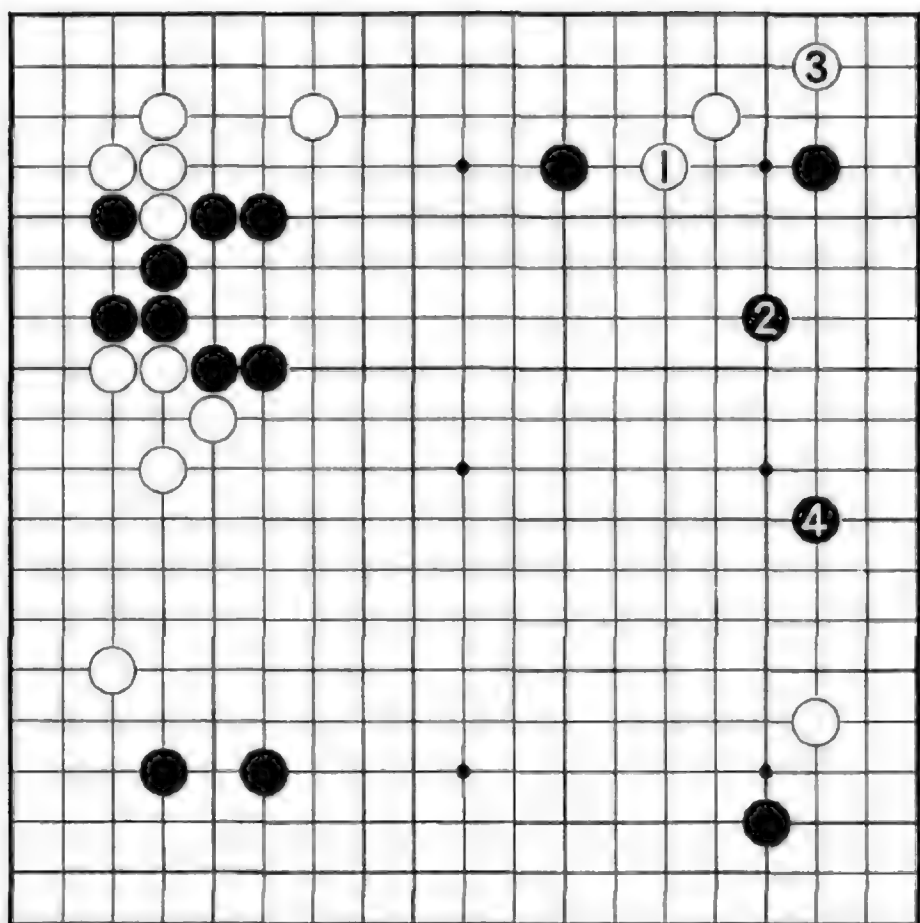
Dia. 25



Dia. 27



Dia. 26



Dia. 28

much in the way of results. This is true on strategic grounds, but on tactical grounds as well it is hard to find any attacking move that fits well.

Dia. 27. B proposed the diagonal move at 1, so as to settle the corner locally. The usual joseki has Black playing 2, White sliding into the corner with 3, and Black extending three spaces down the right side. In this opening, however, Black can improve on the usual joseki by extending a space farther to 4. This also functions as a pincer against the triangled stone White can aim at invading at 'a', but he will

have to do something about the triangled stone first. He has indeed settled himself in the top right corner, but he has lost the initiative on the outside.

Dia. 28. Black could also play the large knight's move at 2, making Black 4 into a normal three-space extension. Whether this diagram or the one above is better is a difficult question. White now has no severe invasion, but Black's position is somewhat thin. In Dia. 27, if White plays 'b', a key post-joseki point, Black 'c' becomes a nice reply.

(*'Gekkan Gogaku'*, Feb. 1980. Translated by J. Davies.)

From Amateur to Professional

Tomita Tadao 7-dan

A month after the arrival of Kaku Kyushin, whom we met in the previous article, another Taiwanese youth came to live in my house as a disciple. His name was Huang Meng-cheng, the Japanese reading of which is Ko Mosei. He was a year younger than Kaku but at least a stone stronger, according to the China Wei-ch'i Association, so I had decided to try him out at three stones. However, a sudden illness put me into the hospital during the latter part of March, and I was still there when Ko arrived. The three-stone game that follows was played only ten days after my release, and under the circumstances, I played impatiently and somewhat irresponsibly.

As will be clear from this game, this fourteen-year-old boy had at least the strength of an amateur 5-dan, but when I asked Shimamura 9-dan and Kajiura 9-dan what they thought of his prospects, they gave very unenthusiastic replies. Training a professional is hard — for both the trainee and the instructor.

But in April 1976, Ko did reach professional shodan, and now, at the age of twenty-one, he is 4-dan. Breaking through the 5- 6-dan barrier should require only effort on his part.

Game 1

Black: Ko

White: Tomita

April 25, 1973

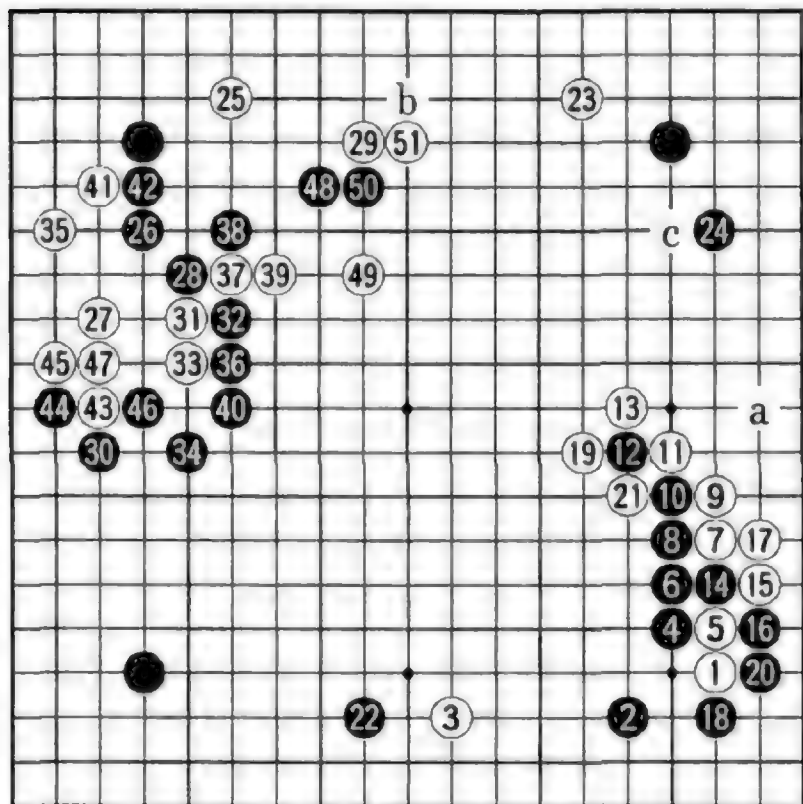
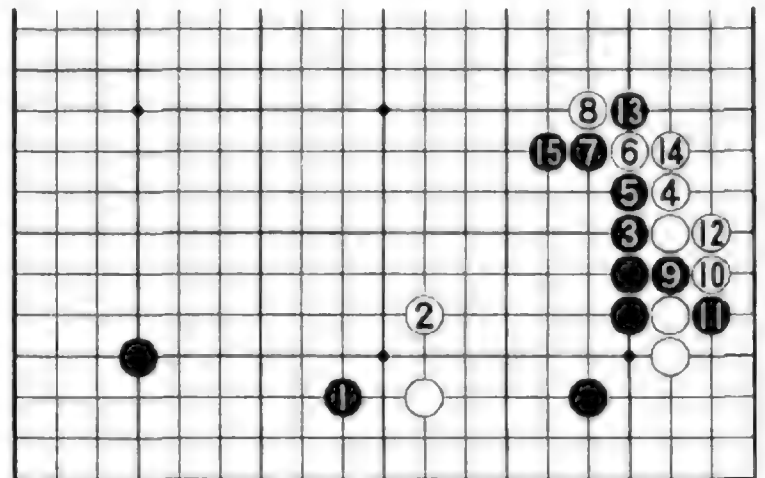


Figure 1 (1 - 51)

Figure 1 (1 - 51)

White made a three-space pincer with 3. Black immediately pressed at 4 and launched into a long joseki that culminated in the checking extension at 22, but the order of his moves is open to question.

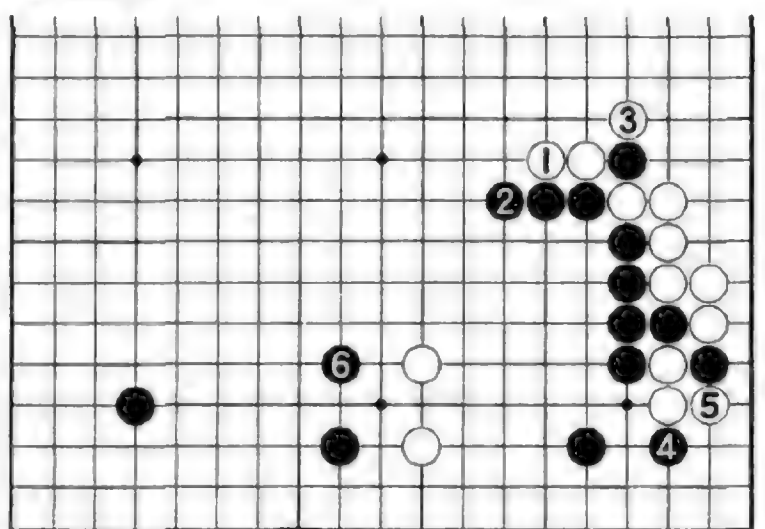
Ko: 'With Black 8, I should have pincerred at 1 in Dia. 1.'



Dia. 1

White would then have had to answer by jumping to 2, which would have induced Black 3. The 1-2 exchange raises the efficiency of Black 3. White 4 to Black 11 are a set joseki, but then another question arises.

Ko: 'Rather than go after the two stones in the corner, Black should attack the two on the lower side with 13 and 15. Perhaps White would play 1 and 3 in Dia. 2, which Black would answer with 4 and 6.'



Dia. 2

In the actual game, White made a ponnuki in the center with 21. How to use this thickness is always a difficult problem, especially in a handicap game.

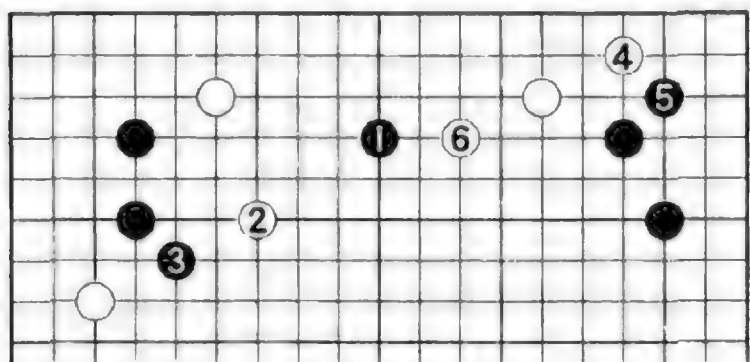
Ko: 'Black 22 came too late — White was able to ignore it. I should have played 22 at 24, aiming at 'a'.'

This comment shows the territory-oriented

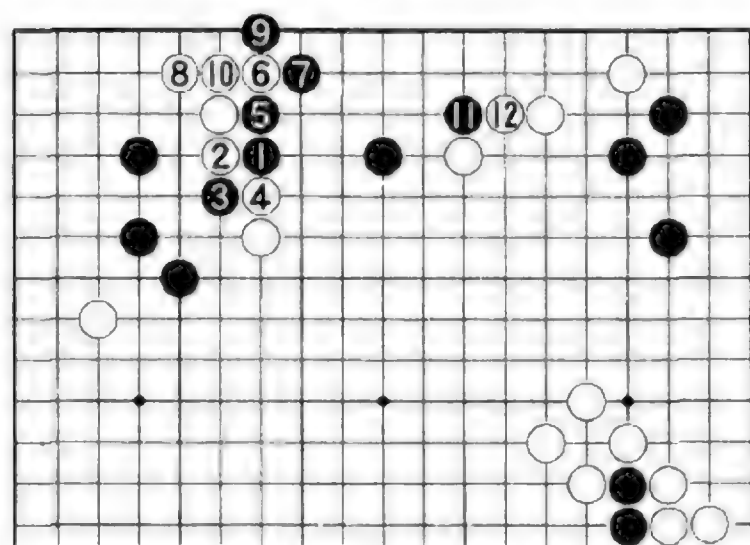
style of today's younger players; I do not agree with it. White would not himself want to approach the upper right corner at 24, and if Black plays there, White's thickness works all the better. Of course 24 would be territorially large, but I think the ordinary idea would be to occupy one of the large points at 'b' or 43, particularly 'b', since that would stop White 23. If White replied at 24, Black could lead him into an over-concentrated shape with an attachment at 'c'.

Ko: 'Did I play Black 28? I should have invaded at 51.'

That is exactly what White was waiting for: a chance to use his thickness. He would probably respond with 2 to 6 in Dia. 3.



Dia. 3



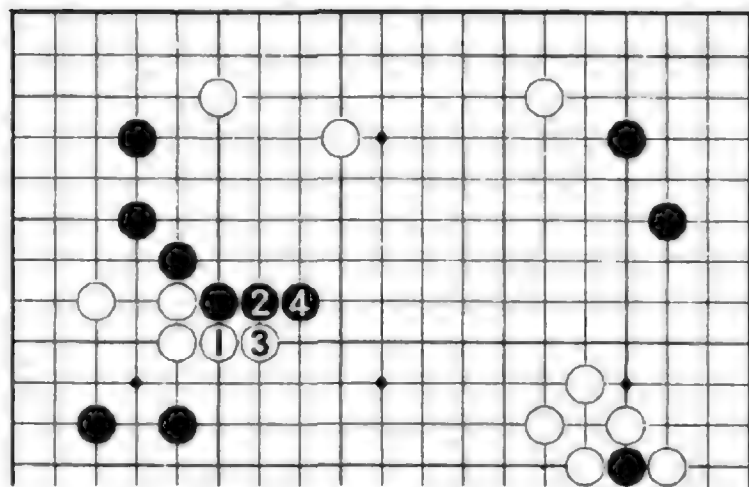
Dia. 4

Ko: 'Then Black would crosscut with 1 and 3 in Dia. 4. Taking the moves through White 10 as necessary, Black 11 looks right.'

White resists with 12, starting a fight in which his ponnuki in the lower right might well get a chance to make its presence felt. The basic purpose of fighting is to put the stones you have on the board to work.

If White had played 35 at 36 and pushed on as in Dia. 5, he would have weakened his upper-side position and thrown his ponnuki out of focus.

Ko: 'Instead of pushing at 36, I should have made the attachment at 1 in Dia. 6. If White plays 2, Black makes the diagonal attachment



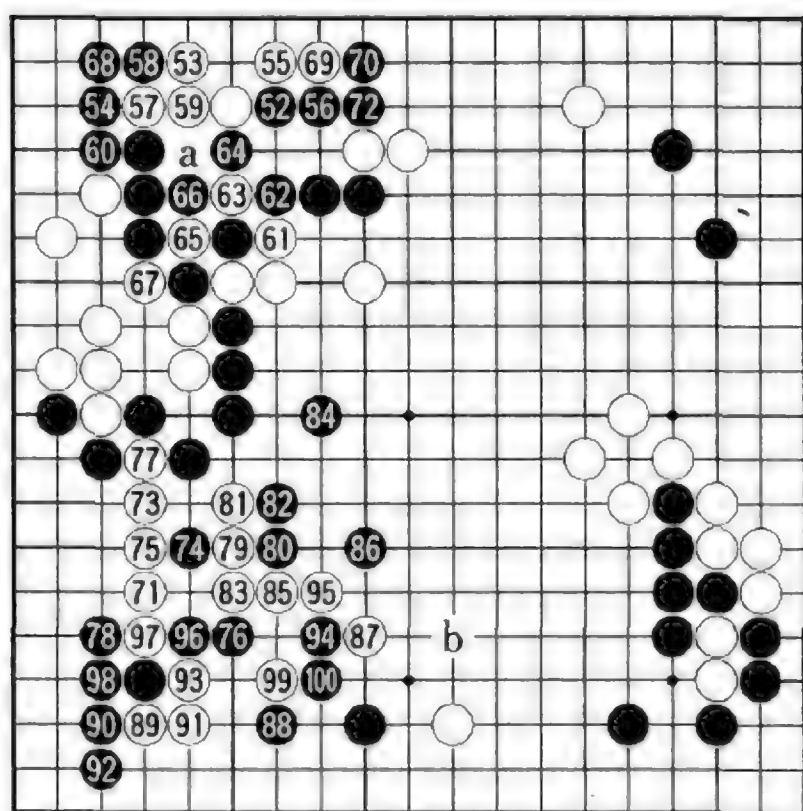
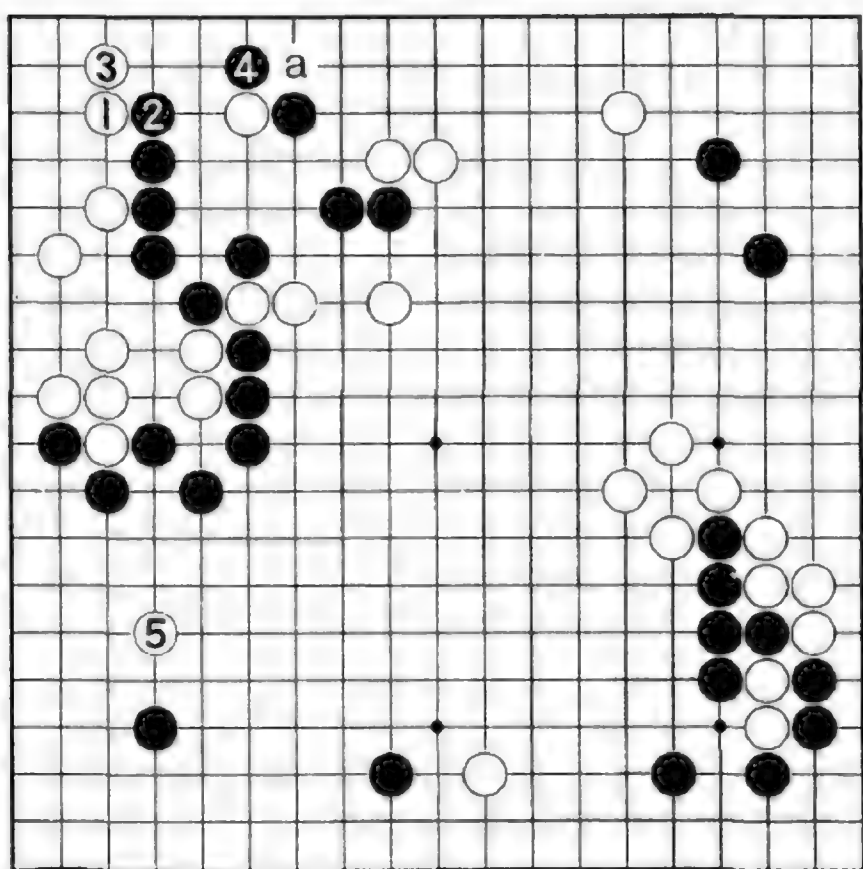


Figure 2 (52 - 100)

Figure 2 (52 - 100)

The diagonal move at White 53 was a mistake; I apparently lacked the energy to read deeply here. I should have played White 1 and 3 in Dia. 10, moves of considerable territorial value. Black would probably reply at 4, and White could proceed to 5. Since he still has some crosscut potential at 'a', he can expect to take most of the upper side. White 53 turned out unexpectedly badly, and Black took a firm lead.



Dia. 10

Ko: 'With Black 66, I should have connected at 'a'.' (Because White would still capture at 67.)

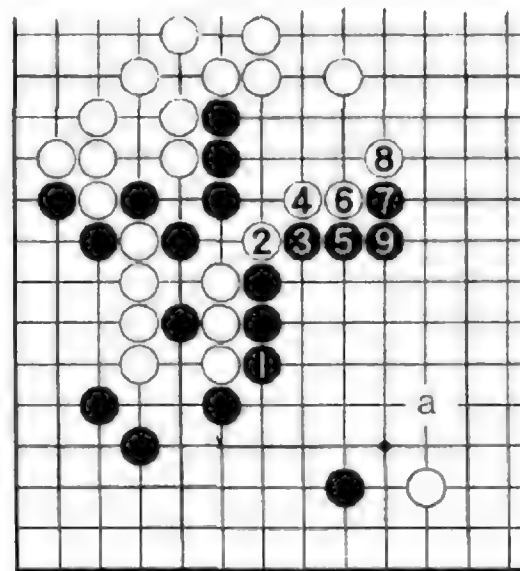
Having no good reply to Black 70, I shifted to White 71, but this was much worse than Dia.

10 would have been. Black made an excellent connection at 72. But then —

Ko: 'Black 78 was an endgame move! The direction of play demands 'b'.'

With 84, Black defended the center.

Ko: 'Good grief! Letting White out at 85 blew the game! If I had just played 1 to 9 in Dia. 11, letting the center stones go, I would have had a clear lead. Black 9 could also be the capping move at 'a'.'



Dia. 11

It was a pity for Black to ruin a good game by refusing to give up some worthless stones, and his misperception at 94, which meant the loss of 76 and 96, made the situation worse. White was fast recovering from his setback on the upper side.

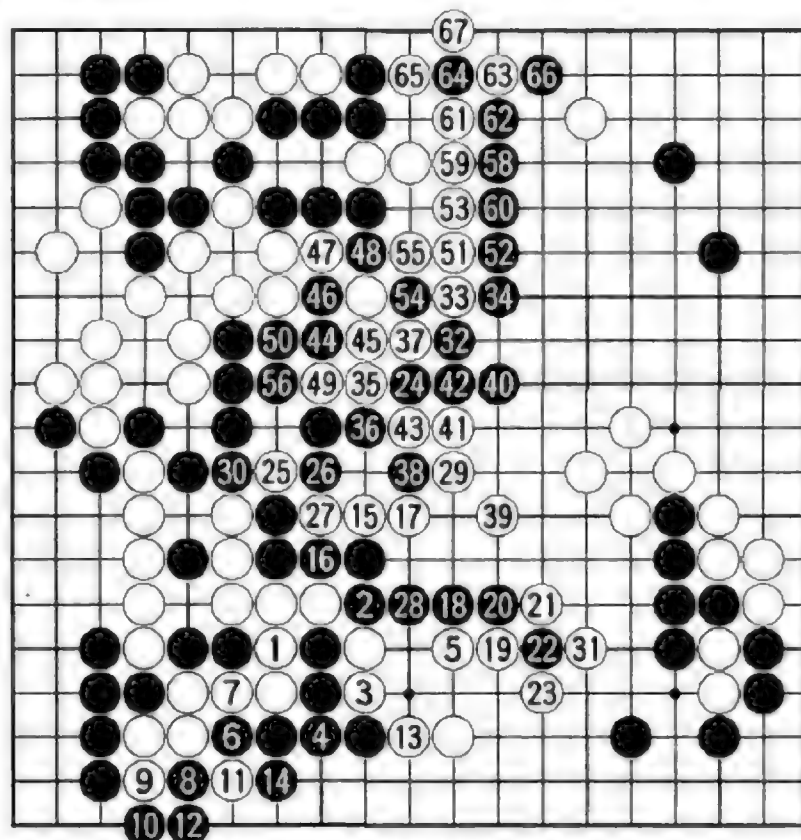
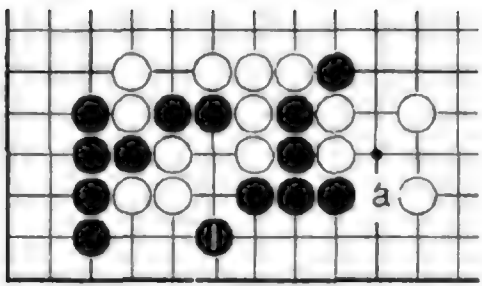


Figure 3 (101 - 167)

57: connects at 54

Figure 3 (101 - 167)

Ko: 'Black 6 and 8 were gross, and they made White 13 sente. If I had just made the diagonal move in Dia. 12 I would have been linked up



Dia. 12

and White 'a' would have been gote.'

Although this was supposedly an instructional game, it lasted more than four hours, and the reason I played White 35 and 37 was to get it over with quickly. If I had been in better health, I would have been able to read the continuation out fully.

Black 56 was the losing move. Because he filled his own liberty here, Black lost his center group. If he had omitted this move and just played 58, it would have been a different story.

Ko: 'Looking at this game, you see Black completely wrapped up in fighting and blind to the relations between stones and the direction of play. In particular, there was no excuse for hanging on to those unnecessary center stones with Black 84 in Figure 2.'

Black resigns at White 167.

Game 2

The following is one of Ko's recent rating tournament games, with his own commentary.

Black: Ko 4-dan

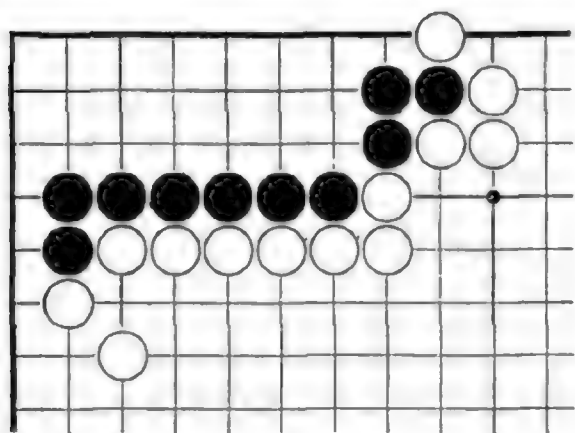
White: Anonymous 5-dan

Rating Tournament, November 7, 1979 (no komi)

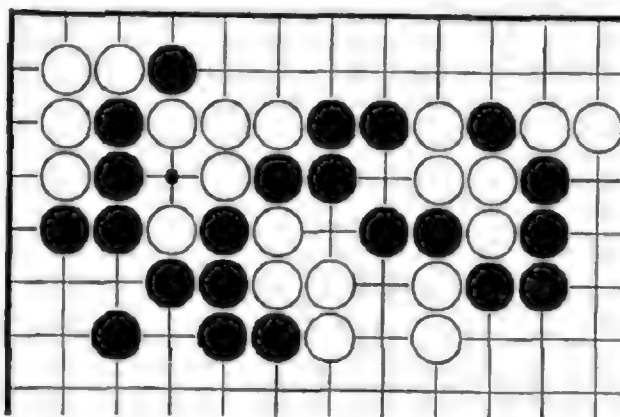
('Gekkan Gogaku', February 1980. Translated by James Davies.)

Basic Fighting Techniques

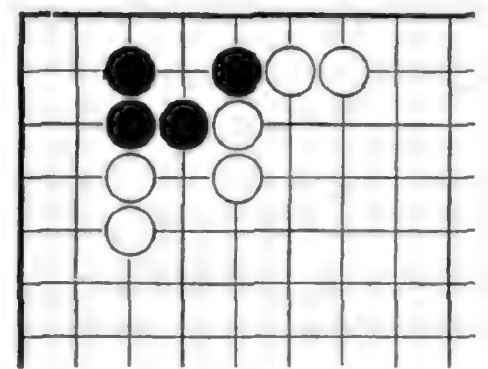
Miyazawa Goro



Problem One. White to play and find the best endgame move. (6-kyu)



Problem Two. Black to play. Can he save the six stones trapped between the white groups? (3-kyu)



Problem Three. White to play. White would like to kill the corner group. The problem is where to start. (1-dan)

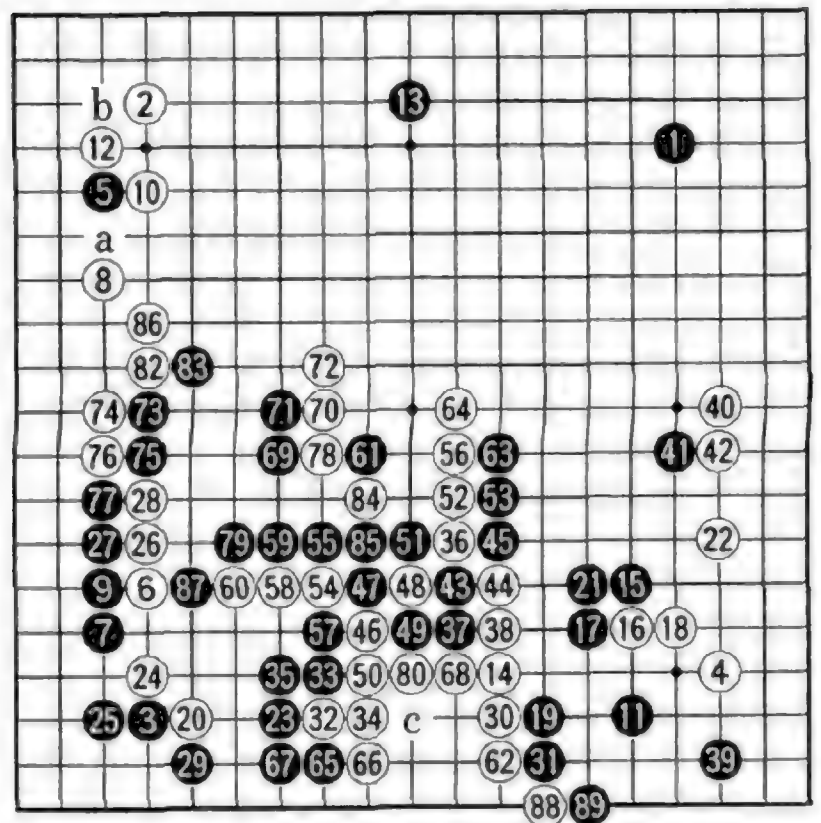


Figure 1 (1 - 89)

81: connects at 48

White 6. White's idea is to trade this for Black 7, then make the pincer at 8, but I feel that Black 9 makes White 6 into a bad move.

White 12. White 'a' is the standard move. Perhaps White did not want to leave me the attachment potential at 'b'.

White 14. White 'c' would have slowed the pace.

White 32. I expected a shoulder move at 33. White's playing low with 32 and 34 brought Black 31 to life.

Black 45. I had the subsequent fighting completely read out. This game was apparently played on one of my opponent's off days.

White resigns at Black 89.



Pattern Six: The Jump

The jump (tobi) is a light move which is often overlooked in the infighting. It is most familiar as a fuseki move, but here we are concerned with it as a means of attack and defence. It can be surprisingly useful in positions where shortage of liberties is the determining factor.

Miyazawa 6-dan

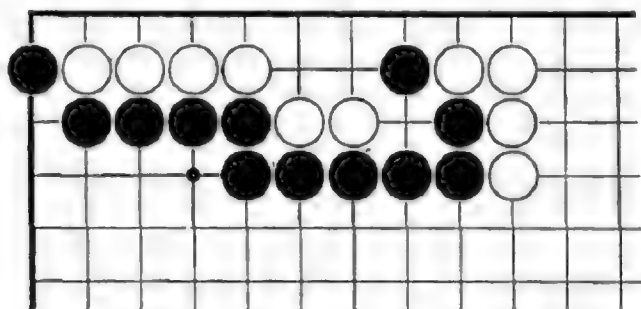
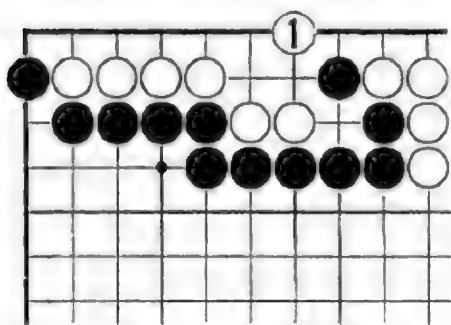
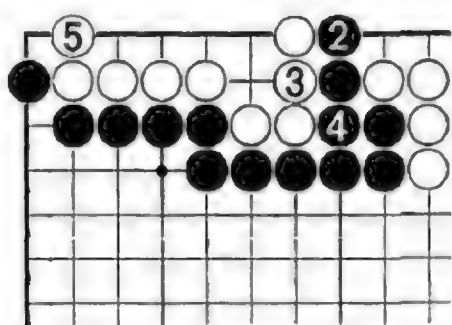


Illustration One: White to play

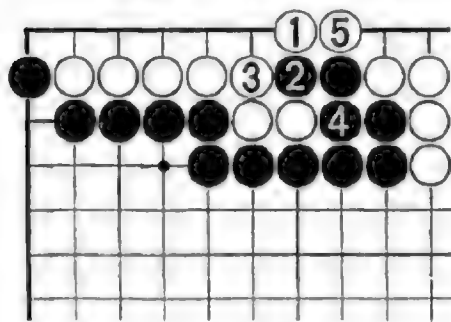
White has to find a way of saving his corner group. (A similar position is discussed in Chapter 1 of 'Tesuji' by James Davies, but note that White's group here has an extra stone.)



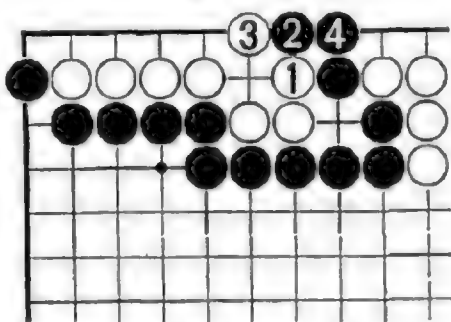
Dia. 1: The tesuji



Dia. 2



Dia. 3



Dia. 4: failure

Dia. 1. White 1 is the tesuji: it makes miai of getting two eyes and connecting underneath.

Dia. 2. If Black intercepts with 2, White 3 is sente, so he can live with 5.

Dia. 3. Black 2 here does not work either. Black has to defend at 4, so White connects underneath with 5.

Dia. 4. Simply blocking at 1 is naive, as White seizes the vital point of 2. White's group can neither escape nor get two eyes.

Illustration Two

How does Black break through White's net? This problem involves an important technique, ac-

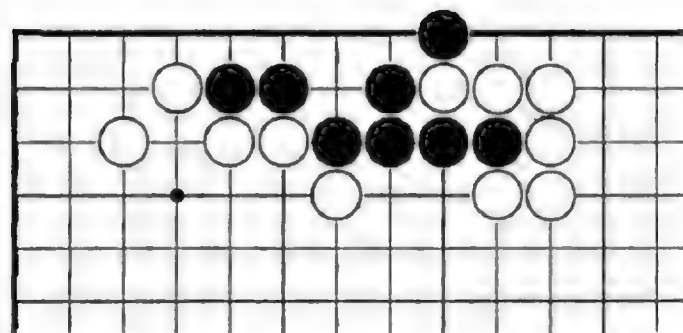
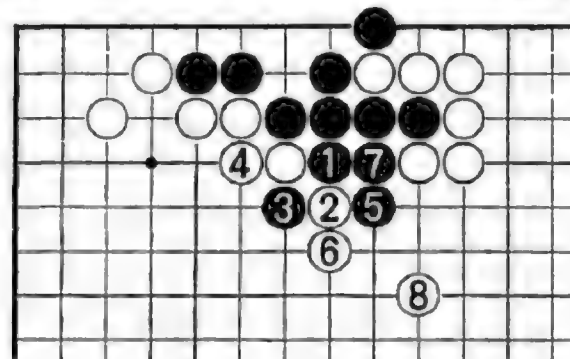


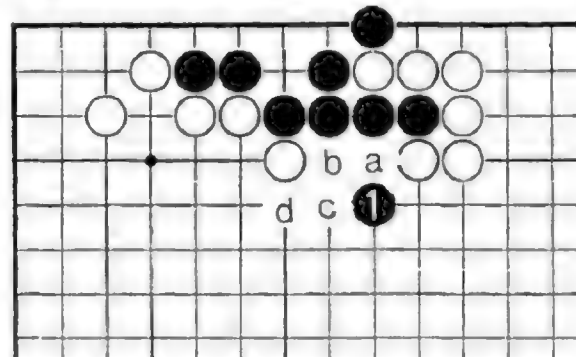
Illustration Two: Black to play



Dia. 1: caught

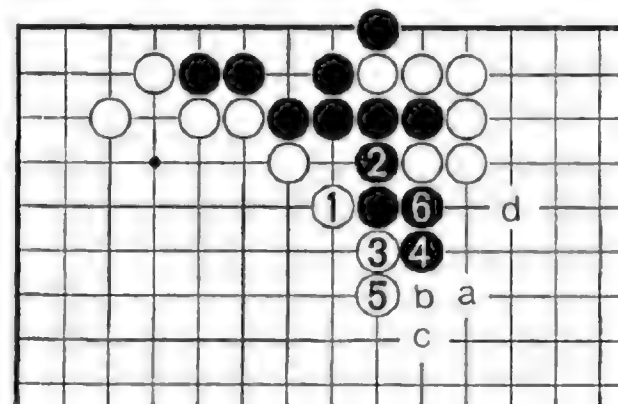
quisition of which must be one of the earliest signposts on the path to shodan.

Dia. 1. Bluntly pushing through with 1 is ineffective. Despite the ataris at 3 and 5, Black cannot extricate his group. White catches him with the pressing move (kake) tesuji of 8.



Dia. 2: the tesuji

Dia. 2. Black 1 gets Black out into the open. If White tries to intercept with 'a', Black 'b', White 'c', Black gets a double atari at 'd'.

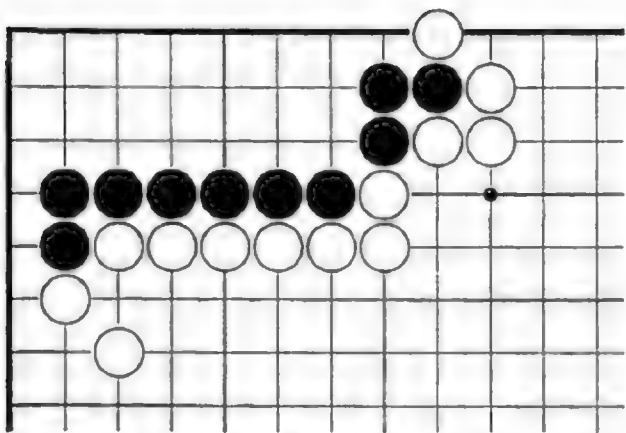


Dia. 3

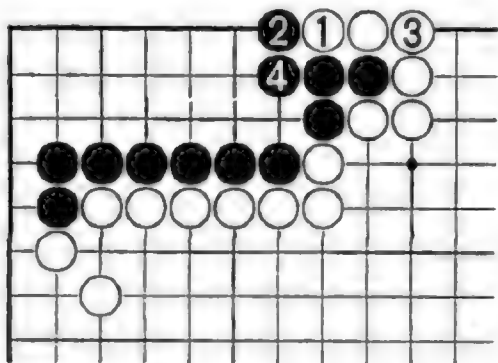
Dia. 3. White 1 is a little trickier but no more effective if Black answers correctly. After 2 to 6, White cannot seal Black in. If White 'a', Black 'b', White 'c', Black plays the same tesuji again at 'd'.

Problem One

What is White's best endgame sequence?



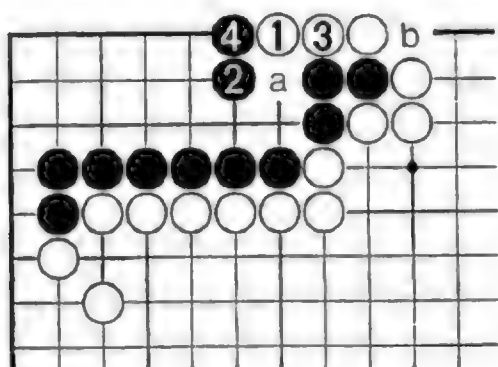
Problem One: White to play



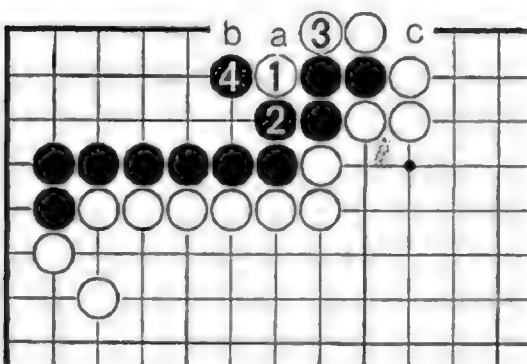
Dia. 1: not enough

Dia. 1. White can play 1 and 3 in sente, but he is actually being kind to Black. He can do better.

Dia. 2. Jumping in at 1 is best. Black must answer at 2, so White can play 3 in sente. If one imagines Black 'a' — White 'b' next, one can see that this is a gain of two points over Dia. 1 for White.

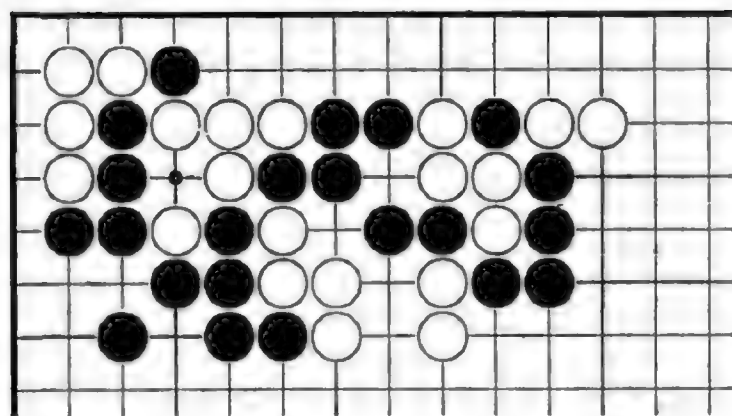


Dia. 2: correct



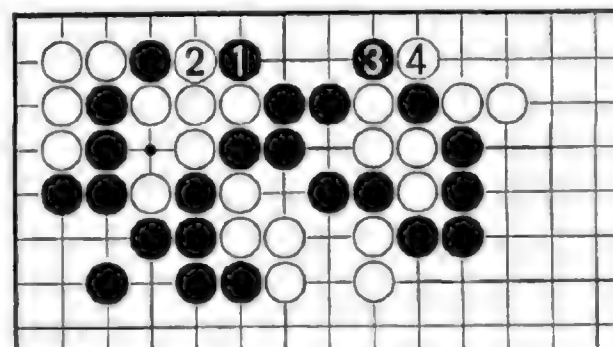
Dia. 3

Dia. 3. If White does not mind drawing gote (i.e., late in the endgame), he can attach at 1 in order to reduce Black's territory by an extra point. Black must answer at 2, but after 4 he takes sente with White 'a', Black 'b', White 'c'. In general, Dia. 2 is considered correct.



Problem Two: Black to play

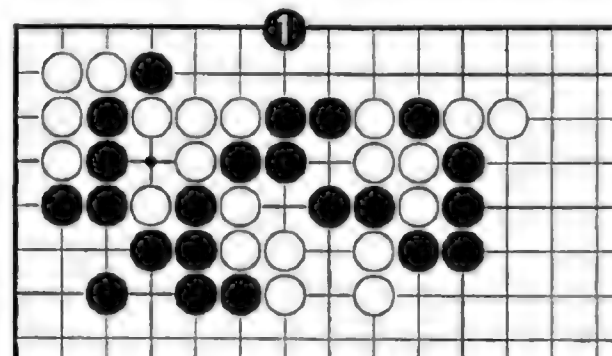
The key to the solution is the solitary captured black stone to the right.



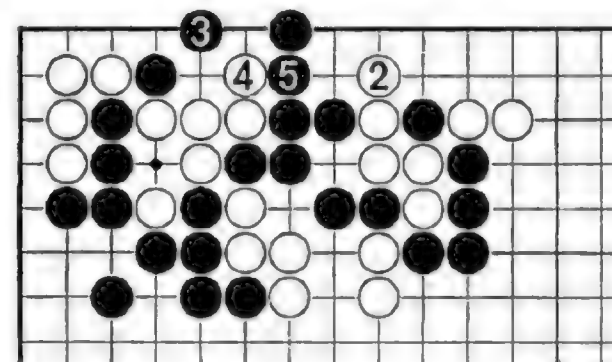
Dia. 1: hopeless

Dia. 1. Simply making hane at 1 and 3 shows that Black is out of his depth.

Dia. 2. Black 1 is an impressive tesuji — this works both ways, to the left and to the right.



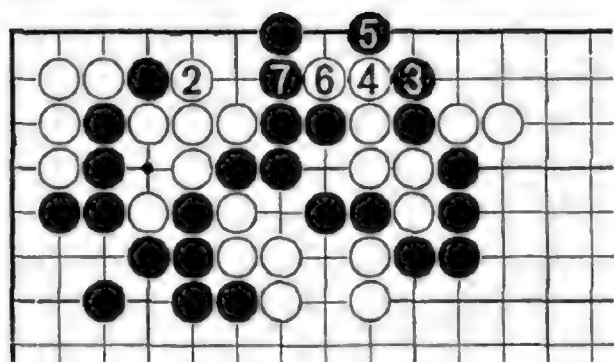
Dia. 2: tesuji



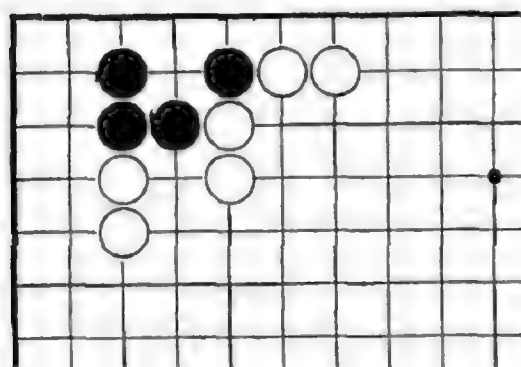
Dia. 3

Dia. 3. If White defends on the right with 2, he loses his group on the left when Black plays 3 and 5. The diagonal tesuji of 3 catches White short of liberties.

Dia. 4 (next page). If White saves his group on the left with 2, Black pulls out his captured stone with 3, catching the white group here short of liberties. White 4 and 6 are unavailing.



Dia. 4



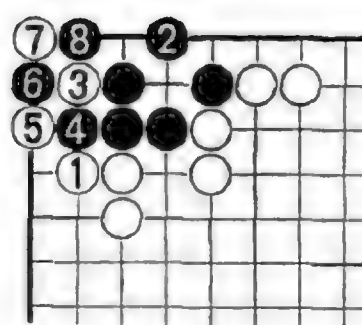
Problem Three: White to play

White has a tesuji to kill the corner, but just picking the first move is not enough: he has to know the follow-up.

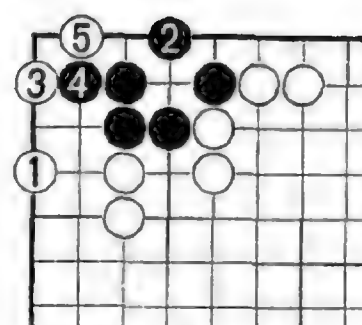
Dia. 1. If White 1, Black makes an eye with 2; if White 3 next, Black tenaciously sets up a ko with 4 to 8. This is a failure for Black.

If White 3 at 6, Black again gets a ko with Black 3, White 8, Black 5, White 4.

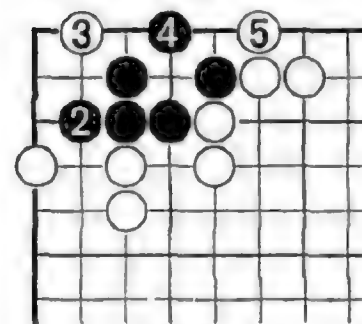
If White plays 1 at 2, Black hanes at 1 and cannot be killed.



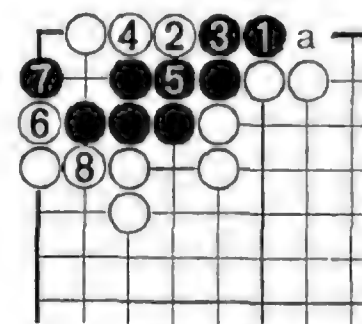
Dia. 1: ko



Dia. 2: dead



Dia. 3



Dia. 4

Dia. 2. White 1 is a clever move. If Black makes one eye with 2, White has the follow-up tesuji of 3. If Black 4, White kills him with 5. If Black 4 at 5, White takes away the eye with 4.

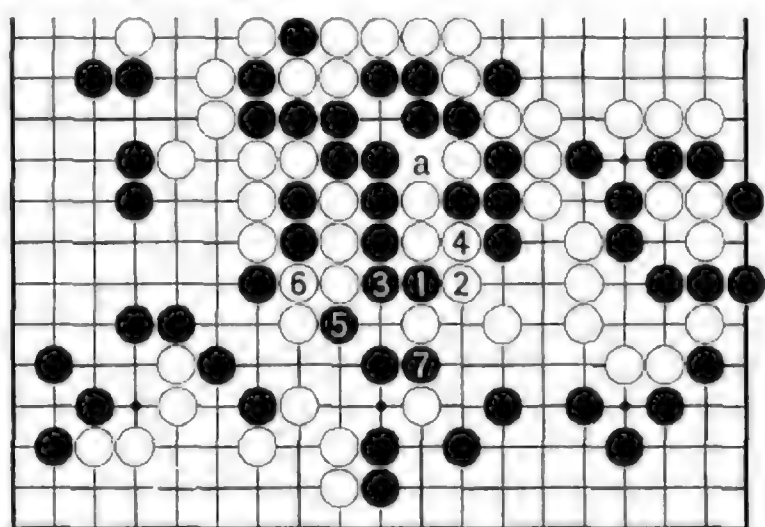
Dia. 3. If Black answers at 2, White's continuation is the placement at 3. If Black 4, White quells all resistance with 5.

Dia. 4. Black may attempt to get a ko by answering the placement with 1, but White still has no trouble killing him with 2 to 6.

If White 2 at 'a', Black plays 2, getting an approach-move ko.

('Gekkan Go', June 1978)

1979 French Championship continued from page 33



Dia. 11

Black 23. The fatal mistake. If Black had wedged in at 1 in Dia. 11 and continued with 3, 5, and 7, he could have escaped unconditionally, linking to the lower side, although White would be able to take half his group with 'a'.

White 36 prevents a black throw-in at the same point and wins the game. White leads in the capturing race six liberties to five.

Black resigns at White 142.

(Translated by James Davies)



Jean Michel

Odd Man Out

Ogawa Tomoko 4-dan and James Davies

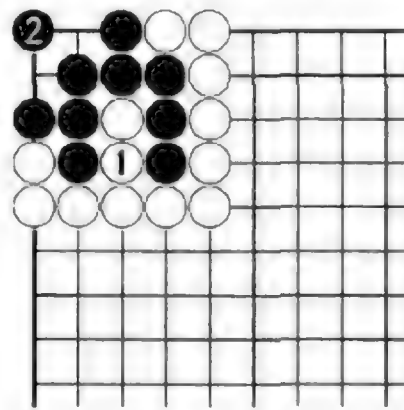
Problem. In each group of endgame moves below, three have the same value but one differs, either in size or in sente-gote attributes. Find the odd man out.

Example. Group 1, move A.

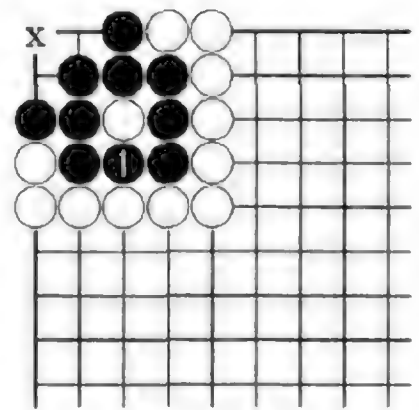
Dia. 1. White plays first.

Dia. 2. Black plays first.

Dia. 1 is sente for White while Dia. 2 is gote for Black, so this is a one-sided sente situation (hereafter simply 'sente'). The value is three points: two points for the prisoner in Dia. 2 and one at 'x'. Two of the other three moves

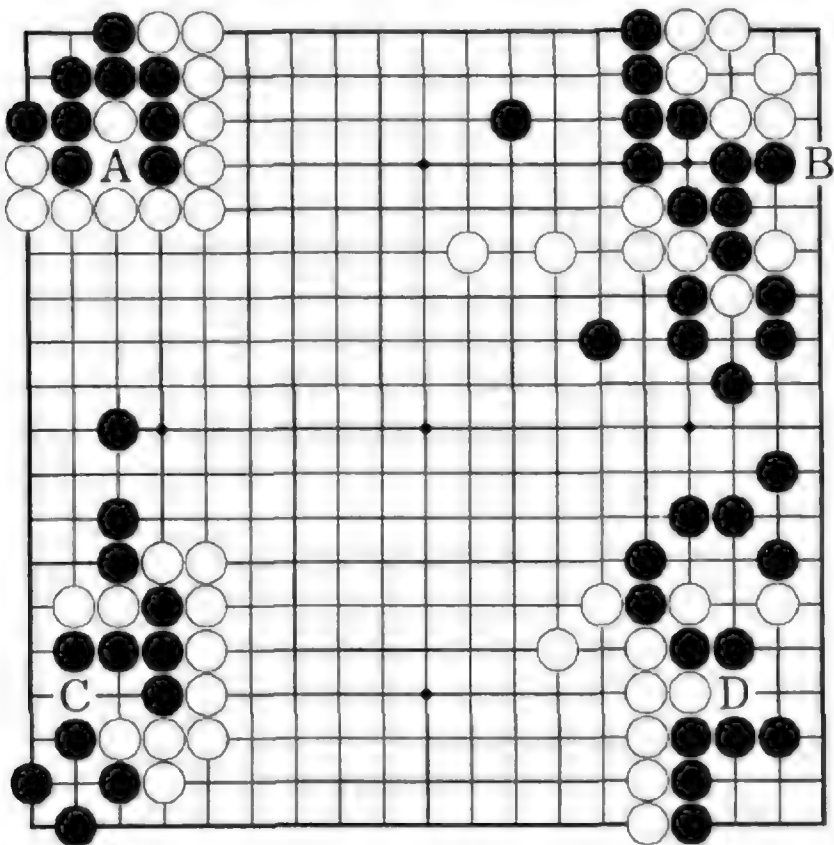


Dia. 1

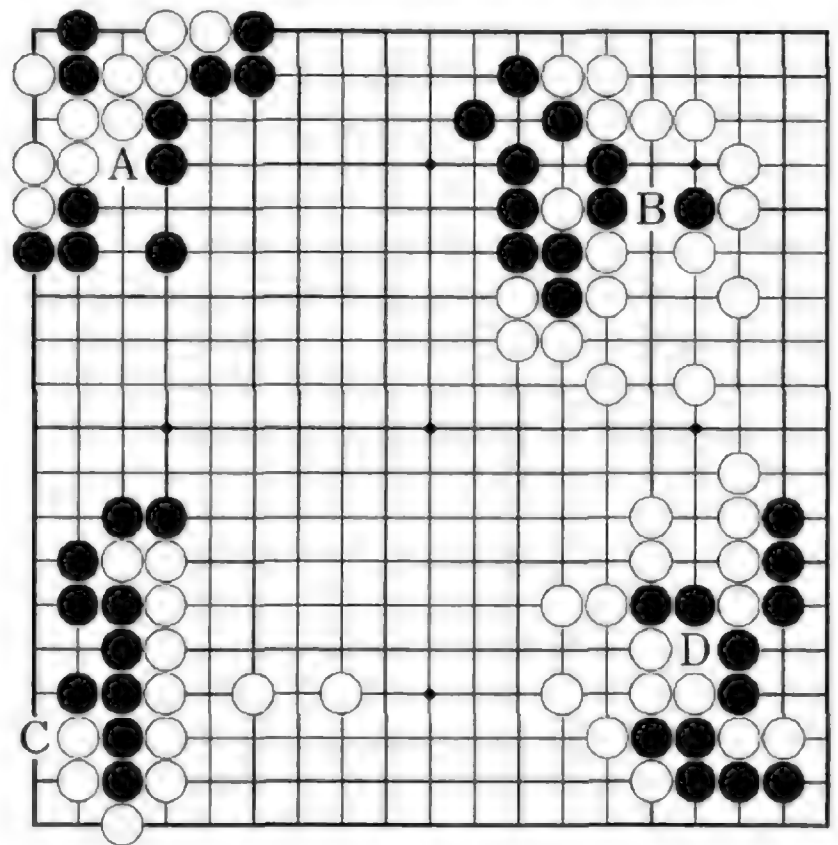


Dia. 2

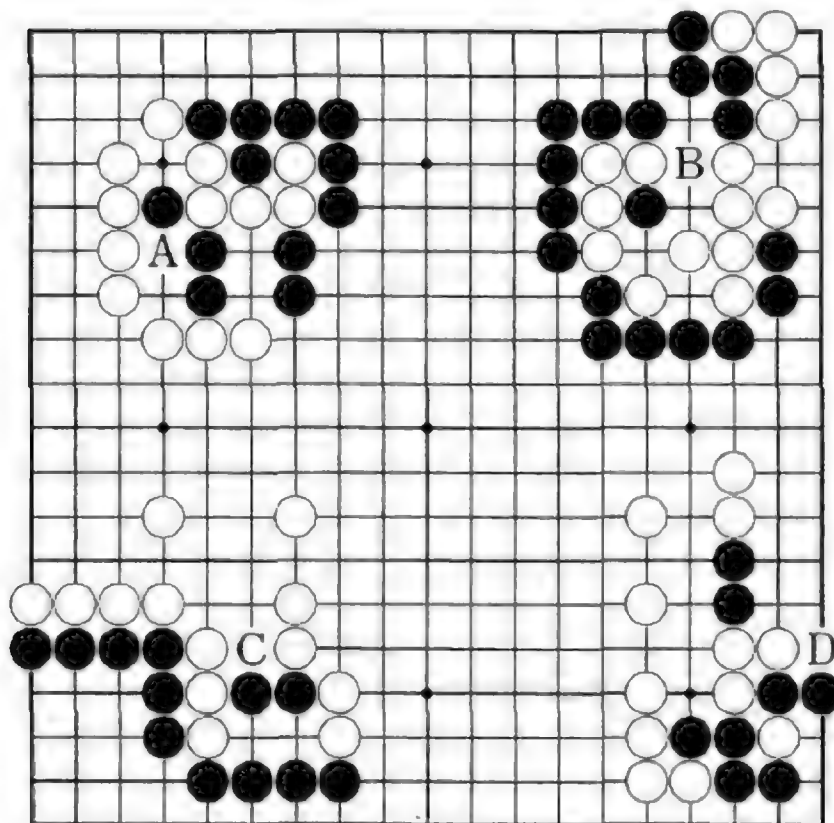
(White B, C, and D) are also worth three points in sente, but one is different. The odd man out is —?



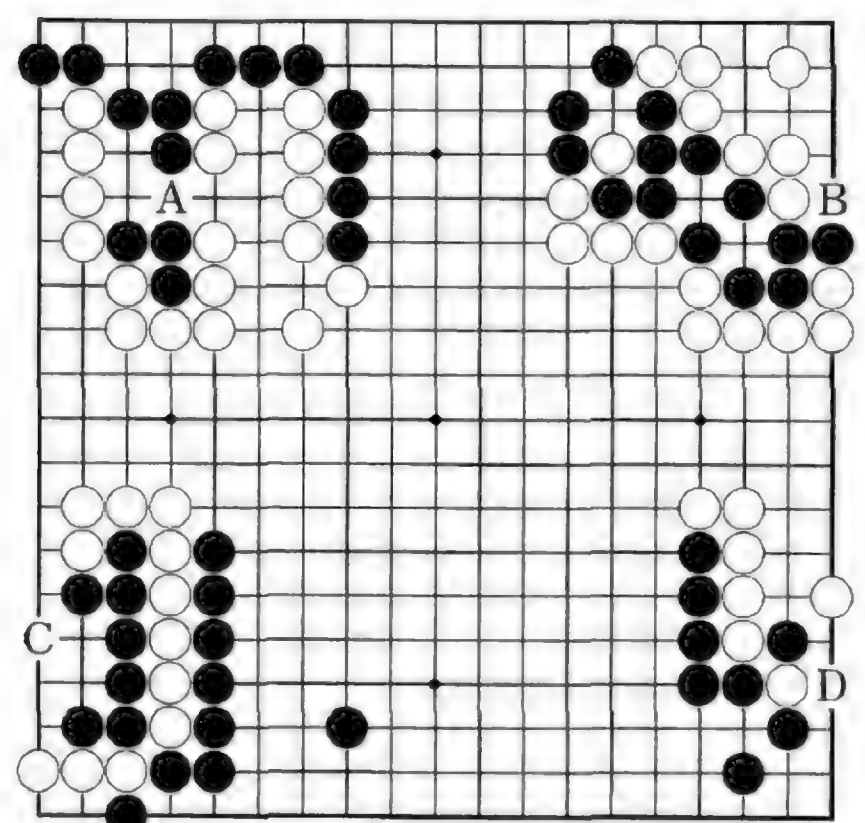
Group 1. White to play



Group 2. Black to play



Group 3. Black to play



Group 4. White to play

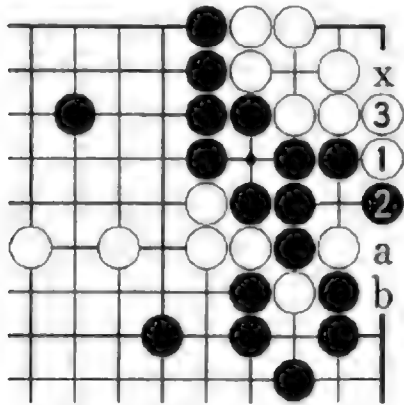
Solutions

Group 1. The odd man out is B.

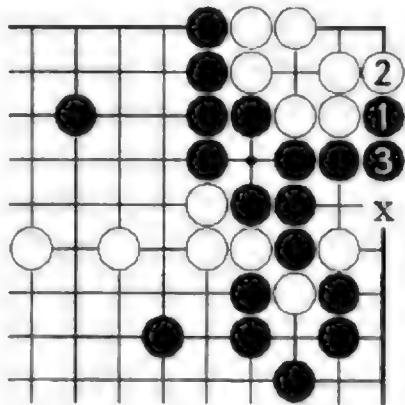
A. 3 points in sente

As shown on the previous page.

B. 2 points in gote



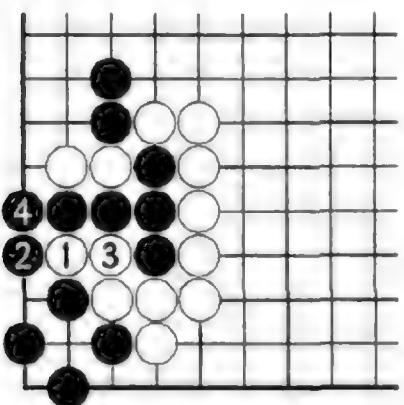
White plays first



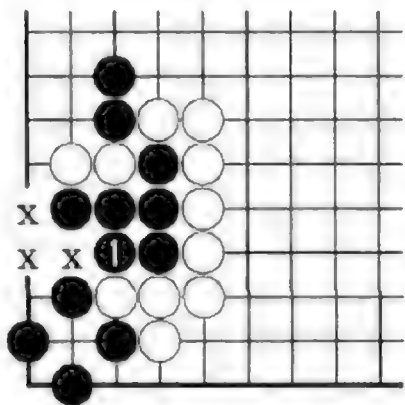
Black plays first

Both diagrams are gote and the difference is the two points marked 'x'. The diagram on the left is gote because if White later plays 'a', Black snaps him back with 'b'.

C. 3 points in sente



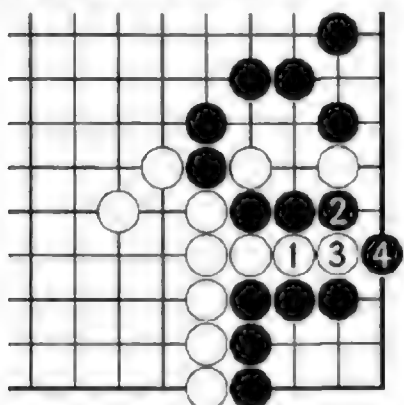
White plays first



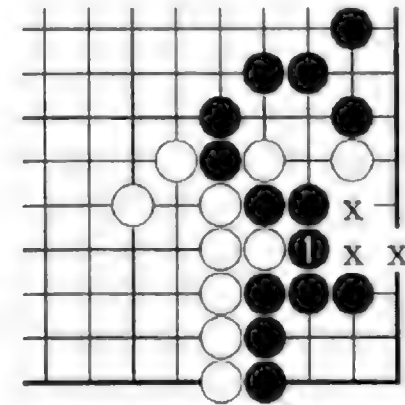
Black plays first

Black cannot answer White 1 in the diagram at left at 3, so White reduces his territory by three points in sente. Black 1 in the diagram at right is of course gote.

D. 3 points in sente



White plays first



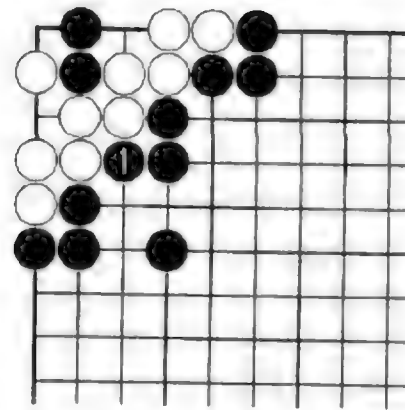
Black plays first

Essentially the same as above.

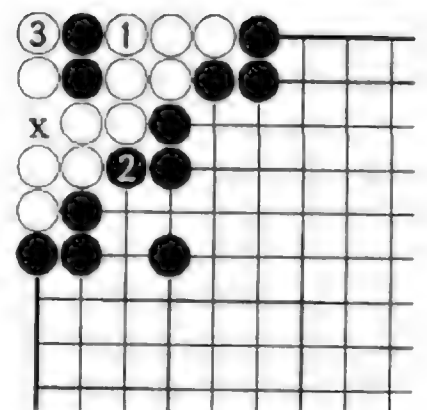
Group 2. The odd man out is D.

A. 5 points in gote

In the diagram at left at the top of the next column, Black 1 makes the corner a seki. In the diagram at right, White gets five points: four for the two prisoners and one at 'x'. Both diagrams are gote.

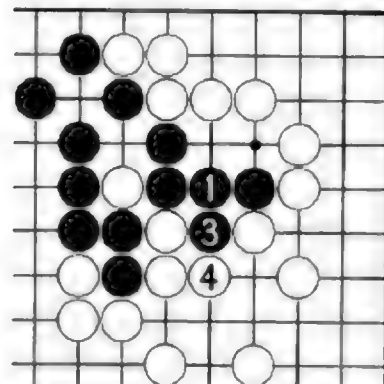


Black plays first



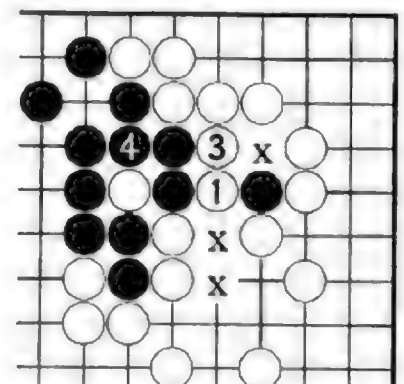
White plays first

B. 5 points in gote



Black plays first

2: elsewhere

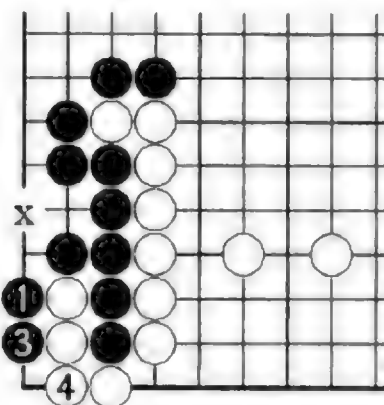


White plays first

2: elsewhere

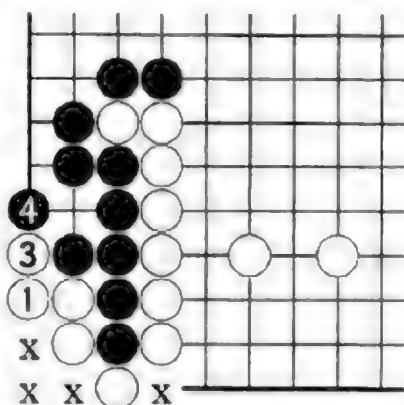
In both diagrams, 1 is gote and the 3—4 exchange can be assumed in the near future. The difference is five points: the three points marked 'x' and the black prisoner in the diagram at right.

C. 5 points in gote



Black plays first

2: elsewhere



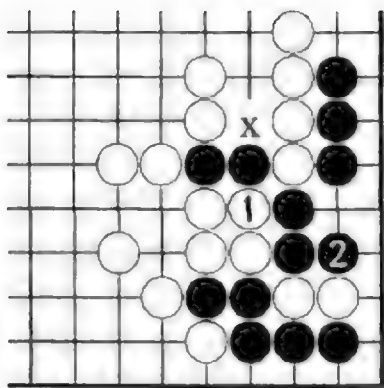
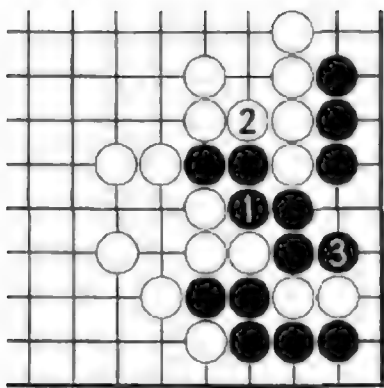
White plays first

2: elsewhere

Both diagrams are gote; the difference is one point of black territory and four of white. In the diagram at left, White cannot answer Black 1 at 3 because Black would make an immediate throw-in at 4. In the diagram at right, the sequence White 3, Black 4, White 1 could also be followed.

D. 5 points in reverse sente

Black 1 in the diagram at left at the top of the next page is gote, but White 1 in the diagram at right is sente and gains five points: two prisoners plus 'x'. Black 1 is therefore worth five points in reverse sente, roughly twice as valuable



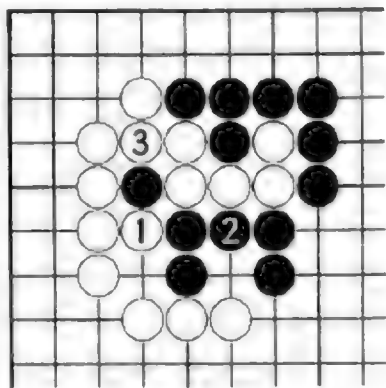
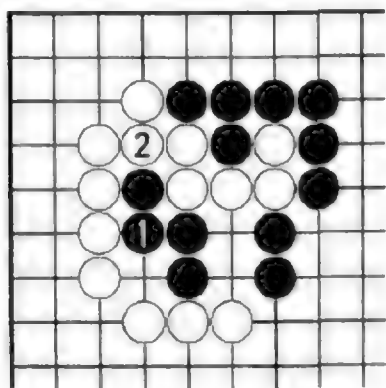
Black plays first

White plays first

as the other moves in this group.

Group 3. The odd man out is D.

A. 2 points in sente

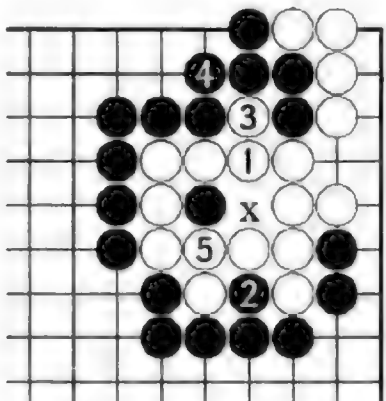
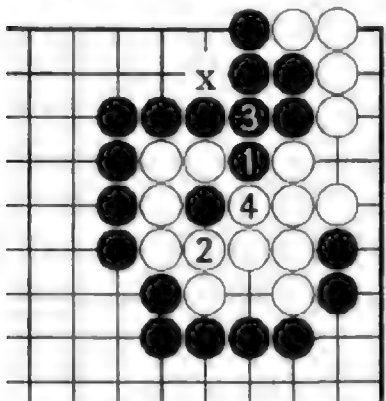


Black plays first

White plays first

Black 1 at left is sente, White 1 at right is gote (the 2–3 exchange being automatic later), and the difference is two points for the black prisoner.

B. 2 points in sente

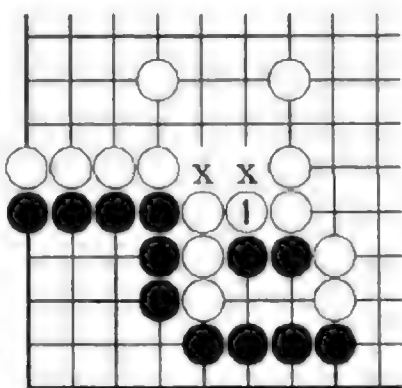
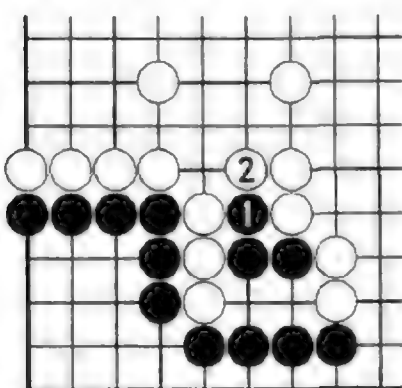


Black plays first

White plays first

Black 1 at left is sente, and the 3–4 exchange is automatic at the end of the game. White 1 at right is gote, but the moves from 2 to 5 can be assumed later. The difference is one point of territory for each side.

C. 2 points in sente

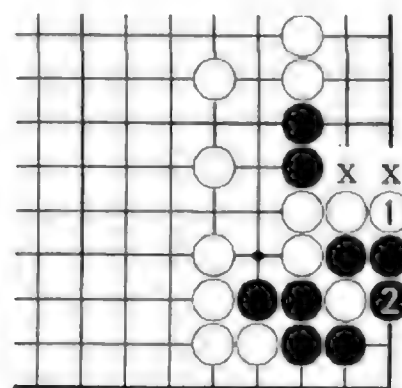
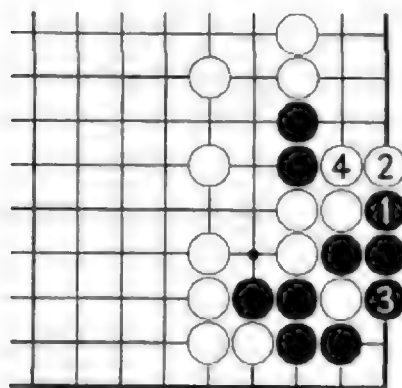


Black plays first

White plays first

Black 1 is sente, White 1 is gote, and the difference is two points of white territory.

D. 2 points in double sente



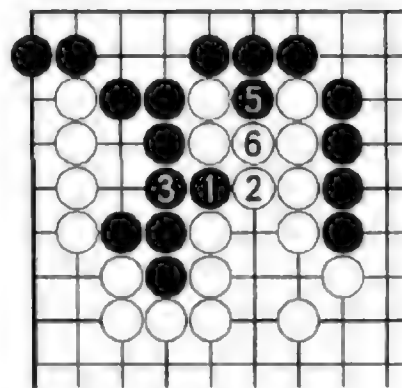
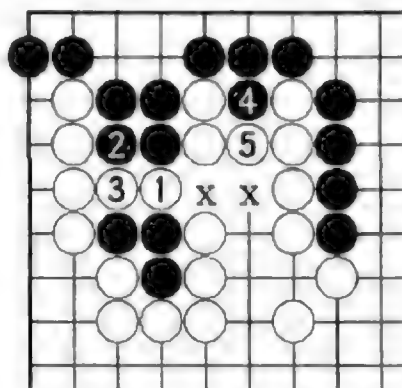
Black plays first

White plays first

Again the difference is two points of white territory, but this time both diagrams are sente; this is the odd man out. If Black starts with 1 and 3 in the diagram at left, then proceeds to the other moves of this group, he can get all four. But if he starts with A, B, or C, White will reply at 1 in D and Black will lose two points.

Group 4. The odd man out is B.

A. 8 points in gote



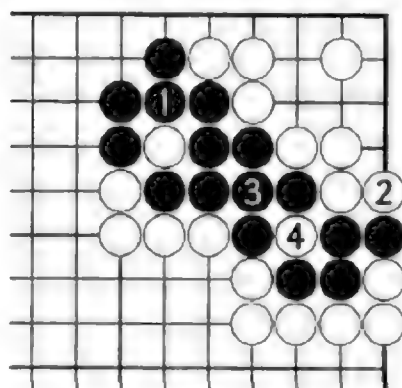
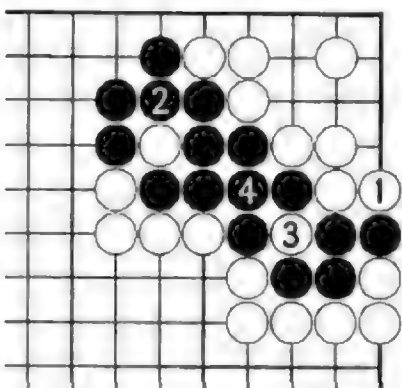
White plays first

Black plays first

4: elsewhere

In the diagram at left, White 1 is gote and Black 2 and 4 are Black's sente later. In the diagram at right, 1 and 3 are gote and 5 is Black's sente later. The difference is three prisoners and two more points.

B. 0 points in double sente

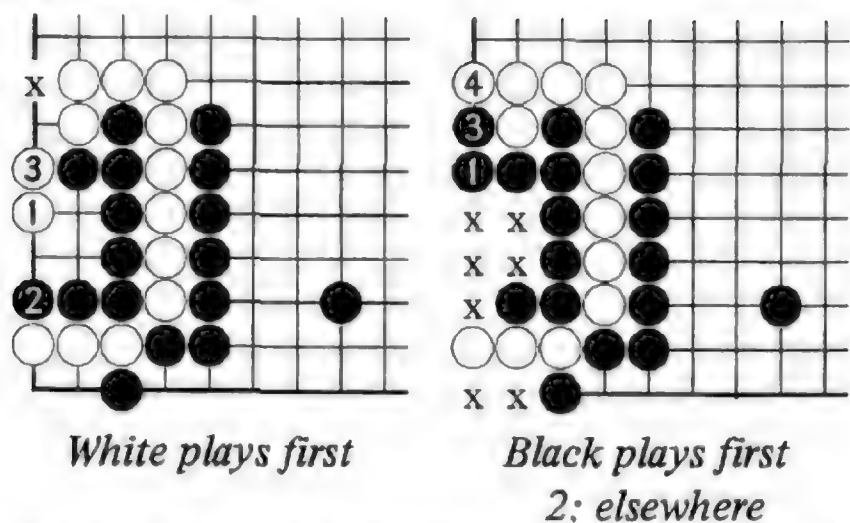


White plays first

Black plays first

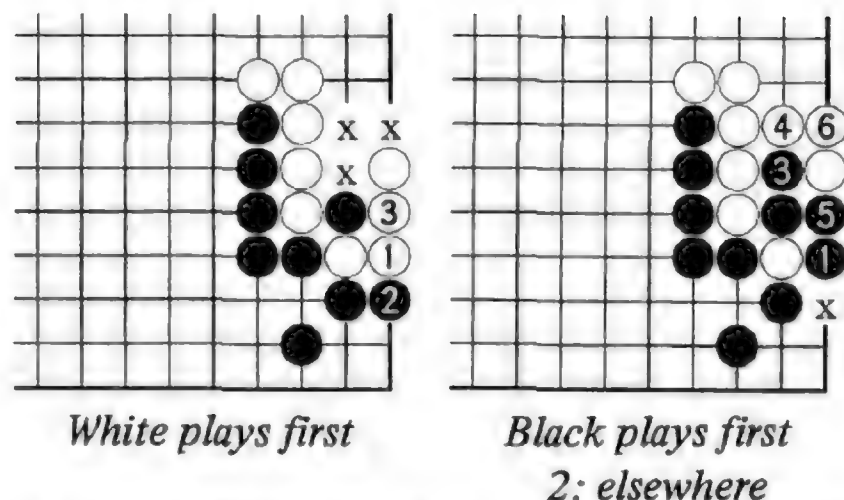
Both diagrams give exactly the same result, so there is really no point in either player's playing here until the end of the game. This is the odd man out.

C. 8 points in gote



White 1 in the diagram at left is a tesuji. If Black blocks at 3, White plays 2 and wins the capturing race. Hence Black 2 and White 3, and eventually Black will have to capture the white stones in the corner, while White will have to connect above 3. The difference to the diagram at right is one point of white territory and seven points of black.

D. 8 points in gote

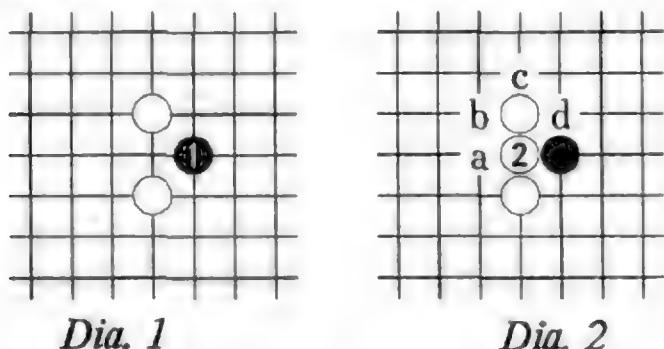


In the diagram at left, Black cannot answer 1 at 3, so he plays 2. In the diagram at right, capturing at 1 gives Black the right to play 3 in sente later, and 5 and 6 are automatic at the end of the game. The difference is one black prisoner, one white prisoner, and four other assorted points of territory: total eight.

Forcing Moves

Sakai Masanori 4-dan and James Davies

Dia. 1. In this article we will be looking at peeping moves like Black 1, trying to tell when they are good and when they are not.

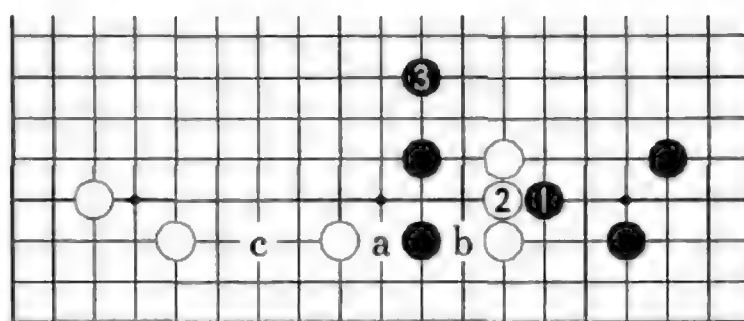


Dia. 2. Black is trying to force White to connect at 2. Weighing this exchange, however, we find the following plus factors for White:

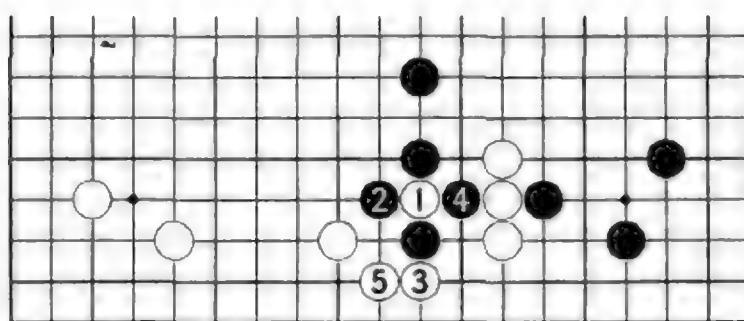
1. His stones have become cleanly and solidly connected.
2. Black can no longer peep at 'a'.
3. Black can no longer wedge at 2.
4. Contact plays like Black 'b', 'c', and 'd' have lost their effectiveness.

Balanced against all this is whatever Black 1 does for Black, but clearly Black should think twice before peeping.

Dia. 3. Take Black 1 for example, a forcing move made before jumping to 3. It may help Black a little, but the benefits to White are larger. One benefit is that now White can play 'a' without having to mind Black 'b'; that makes it harder



Dia. 3

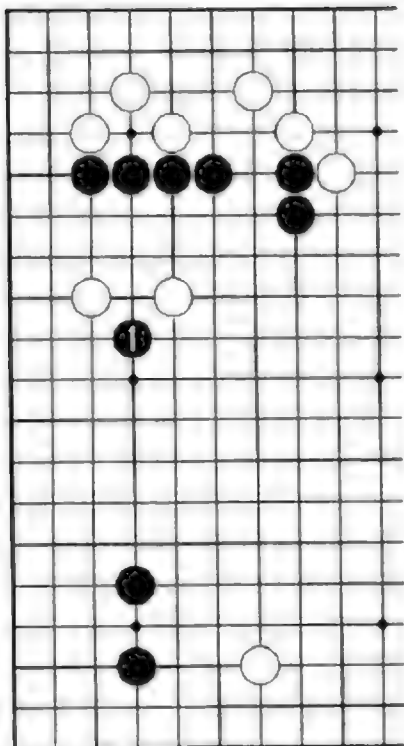


Dia. 4

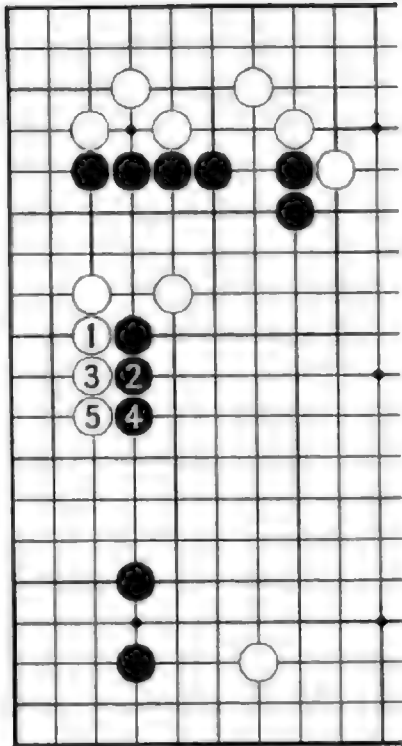
for Black to invade at 'c'.

Dia. 4. The biggest benefit to White is that if he finds himself in trouble, he can link under in perfect safety by wedging in at 1, then playing 3. Normally he would be reluctant to do this, for fear that after 5 Black would push through at the right of 4, but Black has already given up that option with his peep at 1 in Dia. 3.

Dia. 5. Another danger with a peeping move is that it may not be answered as expected. If Black peeps here, for example —



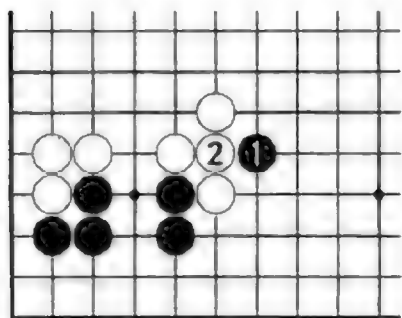
Dia. 5



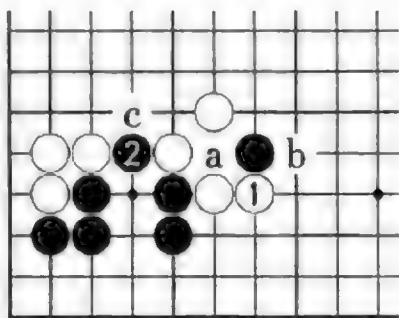
Dia. 6

Dia. 6. White will reply with 1 to 5. Black loses considerable territory and gains very little. (Our thanks to Ishida Akira for pointing out this example.)

Dia. 7. Yet despite the above, some peeping moves are very good, Black 1 being one. White is forced to answer at 2, but this move does not help his position significantly at all, so the gain is entirely Black's.



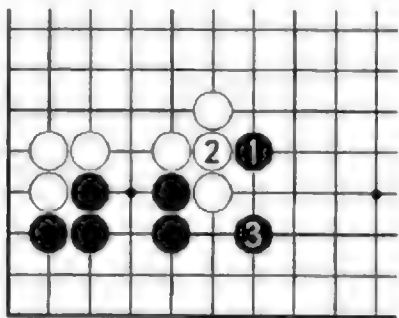
Dia. 7



Dia. 8

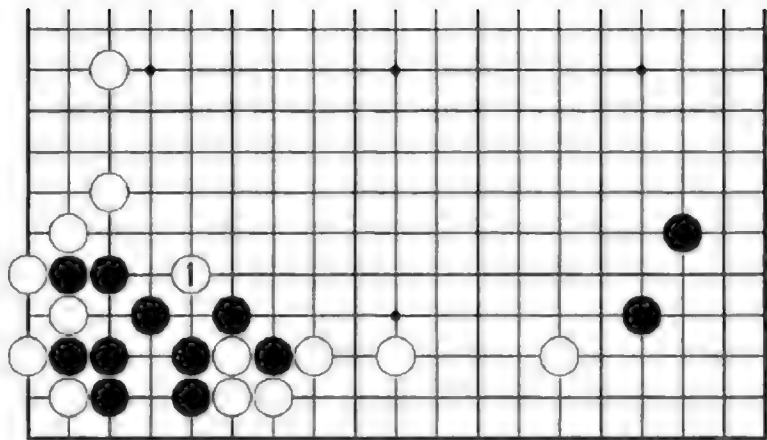
Dia. 8. If White attempts to resist with 1, counting on a favorable ladder (Black 'a', White 'b'), Black counters with 2, making 'a' and 'c' miai.

Dia. 9. Black 3 is a good continuation. If Black played 3 directly, he might never get the chance to play 1 in sente later. If White ignores Black 1, then Black 3 becomes unnecessary.

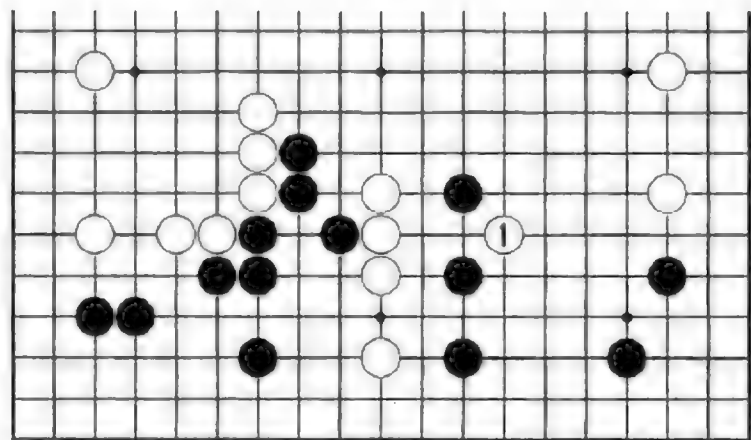


Dia. 9

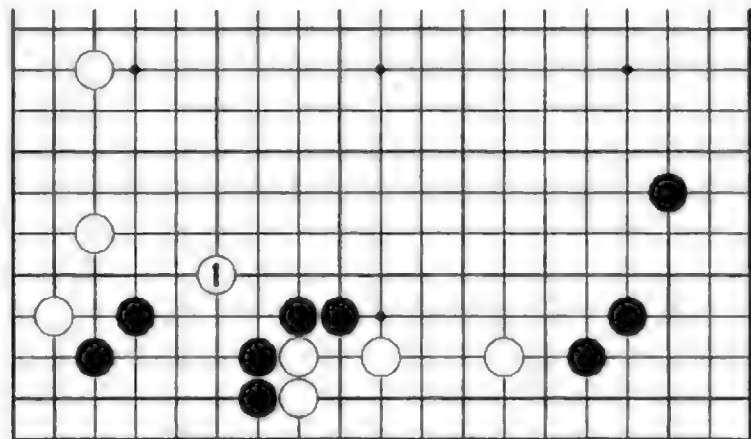
Two of the five peeping moves in the next column are knight's peeps rather than the kind discussed above, but the basic principle is the same. See if you can tell which of these moves are true forcing moves, and which are thank-you moves that help the other side.



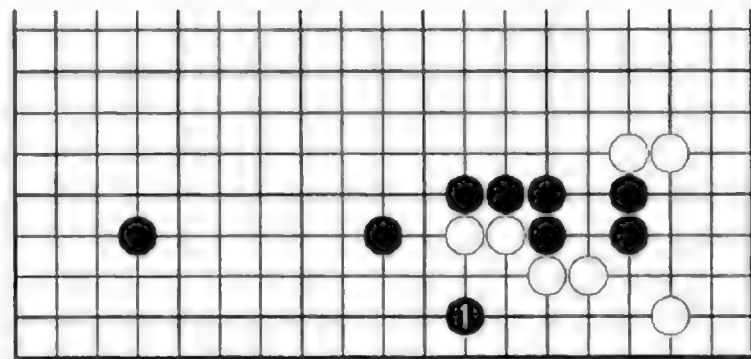
1.



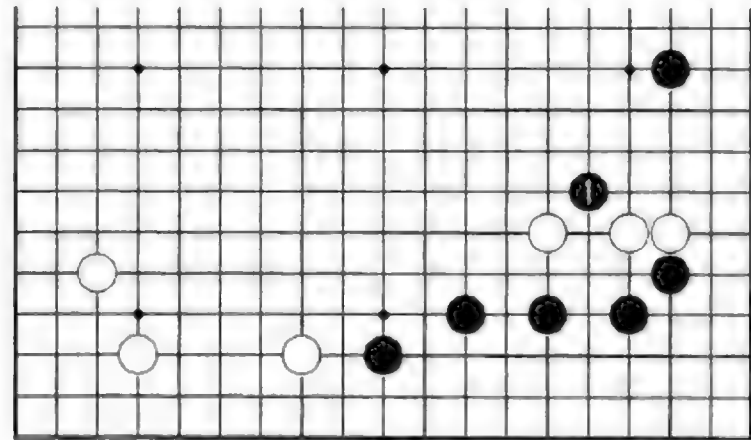
2.



3.



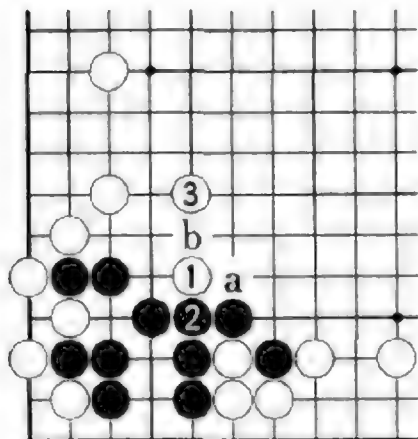
4.



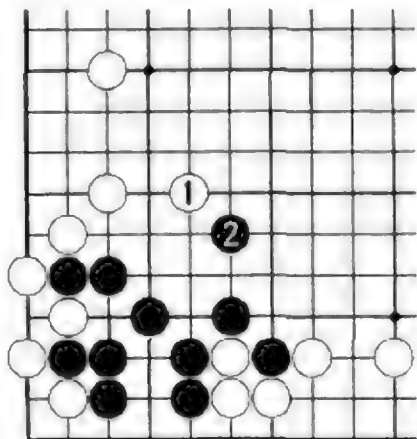
5.

1. Forcing move

Dia. 1. White 1 plays an important role by keeping Black from making eye shape. Black could reply at 'a', but in this case White would be happy to draw back to 'b'.



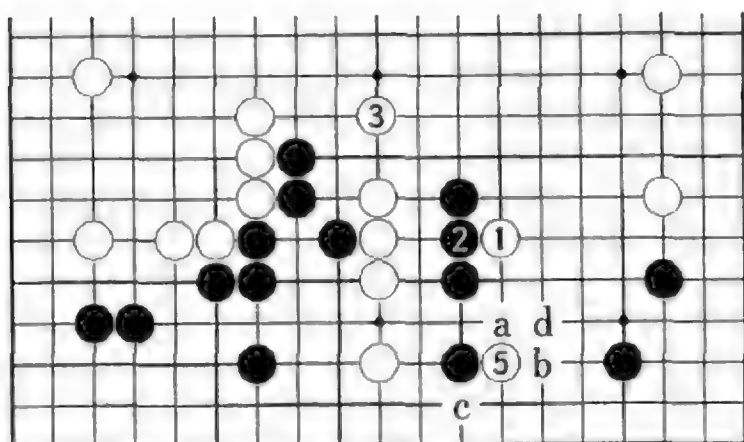
Dia. 1



Dia. 2

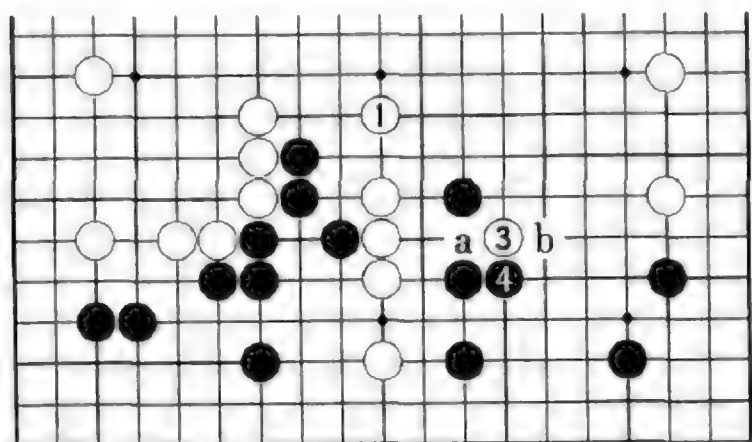
Dia. 2. If White just played 1, Black could simultaneously reach the center and make two eyes with 2.

2. Forcing move



Dia. 3 4 elsewhere

Dia. 3. White 1 before 3 sets up a beautiful next move at 5. If Black 'a', White 'b', Black 'c', White 1 lets White escape with 'd'.

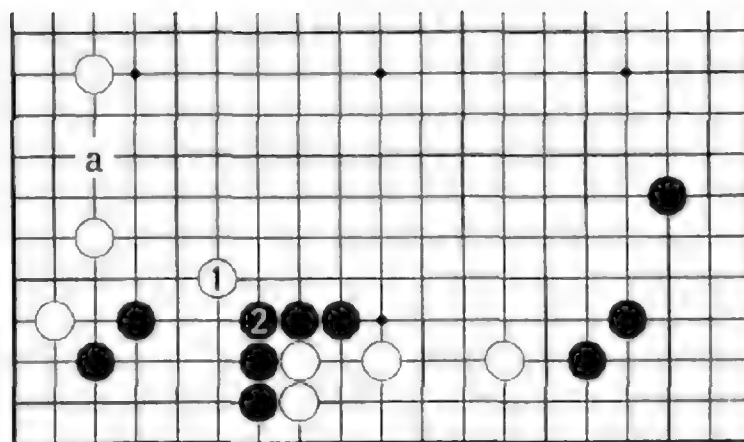


Dia. 4 2 elsewhere

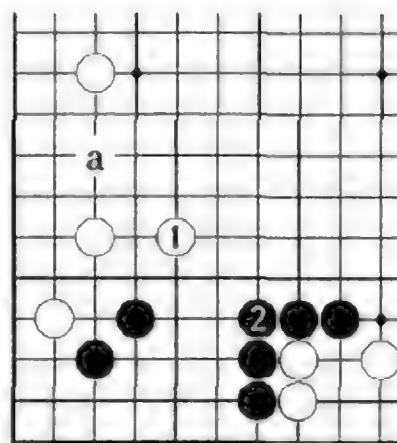
Dia. 4. If White reversed the order of 1 and 3, Black would answer 3 at 4. (If White 'a', Black 'b').

3. Thank-you move

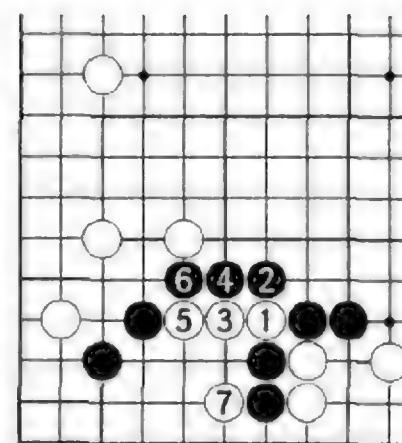
Dia. 5. This exchange eliminates the cut at 2 while failing to eliminate the invasion at 'a', so it helps Black more than White.



Dia. 5



Dia. 6

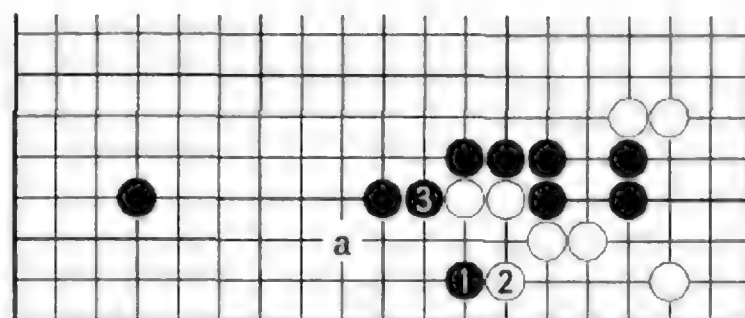


Dia. 7

Dia. 6. White should prevent 'a' with 1. Black will probably still defend at 2.

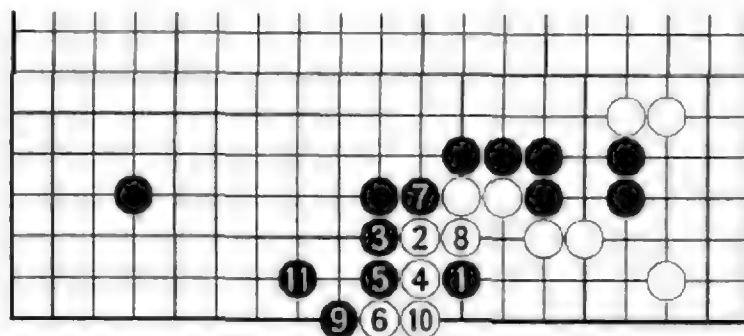
Dia. 7. If Black fails to defend, White can cut at 1. Black 2 etc. don't work.

4. Forcing move



Dia. 8

Dia. 8. Black 1 is a forcing move that occurs frequently. It keeps White from answering 3 at 1 (which would threaten White 'a').

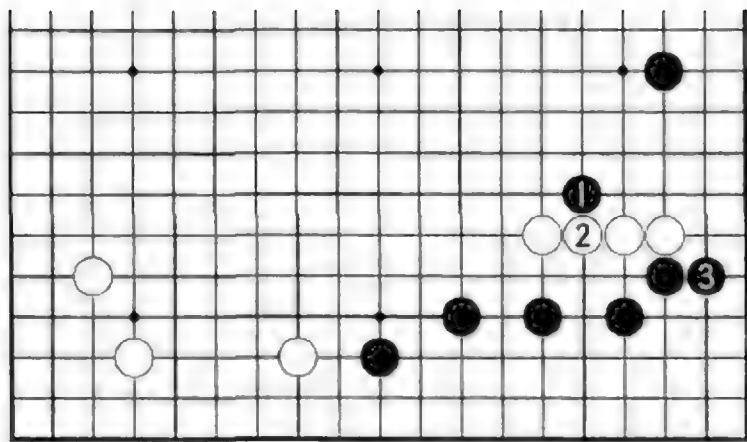


Dia. 9

Dia. 9. White can resist Black 1 with 2, but the small amount of territory he gains is nothing in comparison to Black's resulting thickness. For White, Dia. 8 is correct.

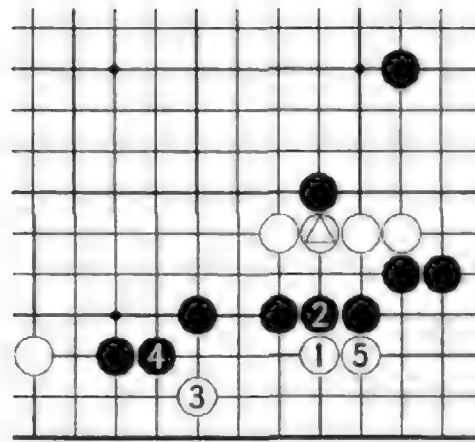
5. Thank-you move

Dia. 10. Even if Black is planning to continue with 3, the 1-2 exchange is a mistake.



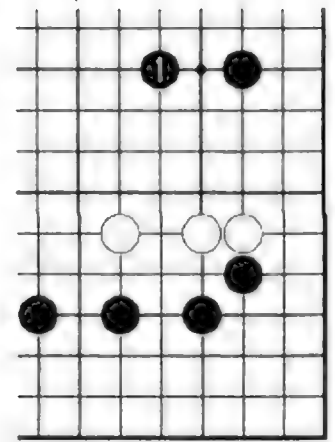
Dia. 10

Dia. 11. The reason is that Black now has to answer White 1 at 2, and White can cause trouble in the corner with moves like 3 and 5. If it were not for the triangled stone, Black could answer



Dia. 11

1 at 5 and prevent the destruction of his territory.



Dia. 12

If Black wants to attack, the right move is probably Black 1.

Book Review

An Easy Introduction to Go, by Hideo Otake, Meijin and Sotoyoshi Futakuchi.

The latest English beginners' book, a translation of a popular new Japanese book intended for children, is accurately described by its title — 'An Easy Introduction to Go.' Unlike most other introductions, which tend to move into areas that the author considers 'interesting', this one stays firmly fixed at the beginner's level. A full hundred pages, with large print and diagrams, are given over to the basic rules (advanced rules that beginners do not need to know, such as the bent-four-in-the-corner rule, are politely ignored). Numerous elementary problems explain what an atari is, what a ko is, what territory is and how to count it, etc. The second hundred pages present simple tactics: extensions, cuts, ladders, nets, snap-backs, simple endgame moves, and so on. All of these rules and tactics are dealt with on the 9x9 board.

Go Seigen was apparently the man who originally suggested the 9x9 board as being ideal for beginners: large enough to show all the features of the full-size game and small enough for a beginner to grasp. Mr. Futakuchi is also a 9x9 advocate; during his term as editor of *Igo Shincho* a decade ago, that magazine ran a series of professional games on 9x9 boards, four of which are included in this book as examples. The 9x9 board is now in widespread use in Japan in schools and in the beginners' classes at the Nihon Ki-in. Perhaps this book will spread it worldwide. *Published by Seibundo Shinkosha, 200pp. Available from Ishi Press. Publication date: May, 1980.*

— James Davies

Page from Go History

International Go in the Edo Period

(i) Dosaku v. Peichin Hamahika

International go in the Edo period (1600–1867) means mainly games between Japanese and Ryukyu (Okinawa) players. In earlier periods Japanese players had visited China, but such intercourse was not continued during the Edo period. With the establishment of the hereditary go houses at the beginning of the 17th century and the systematic promotion of the game by the Tokugawa government, the level of go in Japan had surged past that in China. One of the big steps in the theoretical development of go was the abandonment by the Japanese of the Chinese system of placing two white and two black stones on the star-

points in opposite corners at the beginning of the game (for an example, with an additional handicap stone on tengen, see the game in 'Page from Go History', GW7). This reform, which first made creative fuseki possible, seems to have taken place around the 15th century.

The first international match of the Edo period is supposed to have taken place some time between 1615 and 1623 (not in 1610, the date given on page 49 of 'Appreciating Famous Games'). A Korean player, Lee Yak See (Ri Yaku Shi in Japanese), who was supposed to have been undefeated in his homeland, visited Japan to play

a game with the first Honinbo, Sansa (1559–1623). Lee took a three stone handicap, but Sansa had no trouble beating him. The astonished Lee praised Sansa as an unprecedented master of the game and after returning home he sent him some go stones and a tablet as a present. These are still preserved at the Jakkoji temple in Kyoto. (Sansa had entered the Buddhist priesthood at the Jakkoji and the title of Honinbo was taken from the name of the cell he lived in there. The name of the tablet is ‘Kenkonkutsu’ or ‘the cavern of heaven and earth’). Unfortunately, the record of the above game has not been preserved.

The next international game took place in 1682, between the 4th Honinbo, Dosaku (1645–1702), and the top Ryuku player, Peichin Hamahika, who visited Japan as a member of a Ryukyu tributary mission. During this period the Ryukyu archipelago was an independent kingdom. The Chinese had claimed sovereignty over it since the 15th century, while the Shimazu clan of Satsuma province in south Kyushu had sent an expedition to the main island of Okinawa in 1609. The Ryukus wisely placated the main powers of their region by sending tribute to both Japan and China.

The Ryukyu mission of which Peichin Hamahika was a member visited Japan under the auspices of the Shimazu clan, which monopolised trade with Ryukyu during the Edo period. The Shimazu arranged for government permission for Dosaku, then Meijin godokoro, to play with Peichin Hamahika. Two games were played on the 17th April at the Shimazu clan residence in Edo, with Dosaku, who gave a four-stone handicap, winning the first by fourteen points, and losing the second by four points. The first game is considered a model handicap game for white and is presented in this issue.

After he returned to Ryukyu, Peichin Hamahika applied to Dosaku for a diploma. Dosaku issued one certifying that his level was ‘two stones against jozu’ (equivalent to 3-dan as jozu was 7-dan in the dan system invented later). As expression of their gratitude, both the Shimazu clan and Hamahika sent lavish presents to Dosaku.

We will continue with the history of international go in the Edo period in our next issue. Below is the first game between Dosaku and Hamahika. It might well be the most famous four-stone game in go history.

White: Honinbo Dosaku, Meijin godokoro

4 stones: Peichin Hamahika

Played at the Satsuma clan residence in Edo on the 17th April, 1682

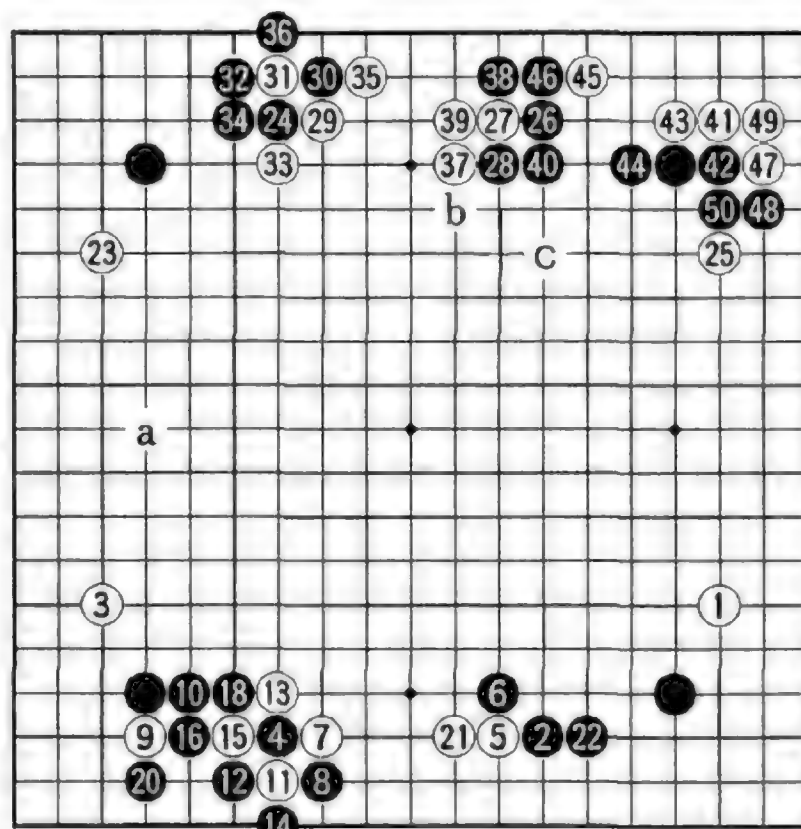


Figure 1 (1 – 50)

17: ko; 19: connects

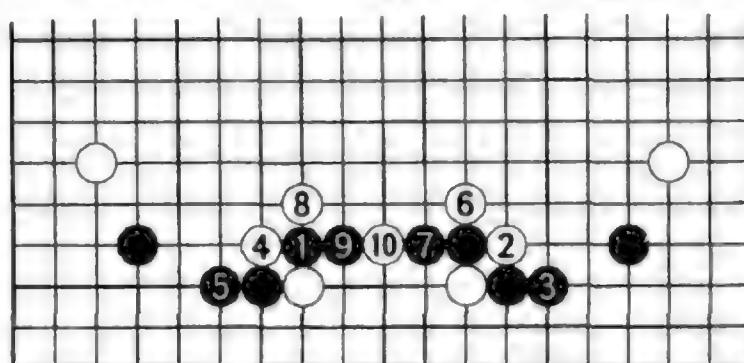
Figure 1 (1 – 50)

Black 4. A pincer at ‘a’ is the modern style. If Black is going to defend the corner, he should play 18 to maintain proper balance with the low move at 2.

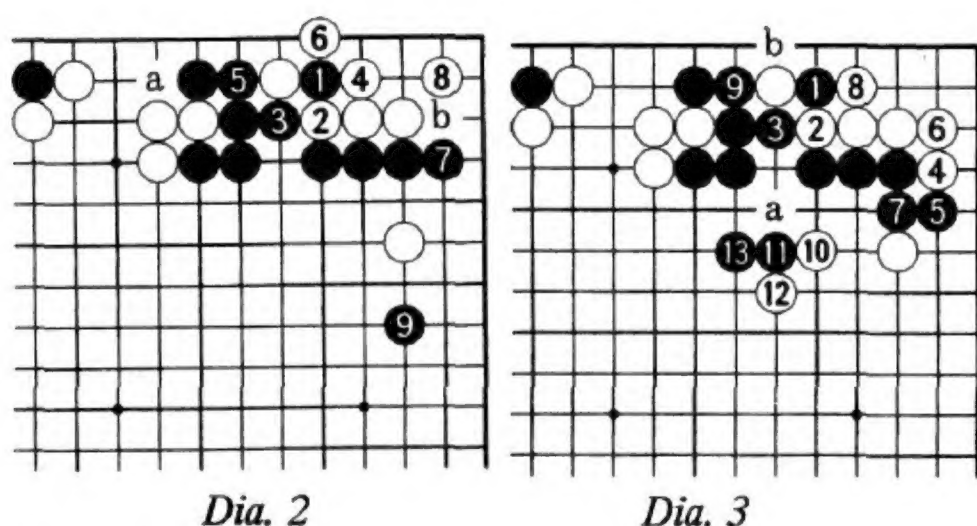
White 5, 7. This combination, which appears twice in this game, became famous as ‘Dosaku’s trick play’. The aim is to make Black over-concentrated.

Black 8. Capturing White 5 with Black 21 would simplify the position. However, there is a famous trap here, shown in Dia. 1, which Black was clever enough to avoid.

Dia. 1. Black falls into the trap by docilely answering each of White’s moves. The climax is White 10, a striking illustration of the proverb, ‘play at the centre of a symmetrical shape’. The reader can verify for himself that Black has to lose something after 10. In a sense, this game is famous for the above trap, even though it did not



Dia. 1



Dia. 2

Dia. 3

actually appear.

Black 18. Simply connecting at 20 is better.

Black 24, 26. At least for one of these moves, especially the latter, a pincer is called for.

White repeats the contact play combination with 27 and 29 at the top. White's aim is to make these stones work together.

Black 38 is bad as it just helps White to defend a cutting point. Black should simply connect at 40. If White 'b', Black can jump to 'c', making miai of invading on the left and the right.

Black 38 shows that Black wants to make territory in the corner, so White promptly thwarts him by invading at 41.

Black 46 is too docile: cutting across the knight's move with 1 in Dia. 2 is the tesuji here. If White 2 and 4, Black can connect at 5 in sente. If White 2 at 5, then Black 3, White 'a', Black 'b', capturing the corner stones. Instead of 4 —

Dia. 3. White would probably play 4 and 6 before 8. If White 10, threatening White 'a', Black defends with 11 and 13. Black 'b' will be sente against the corner. Dia. 2 is too much to hope for,

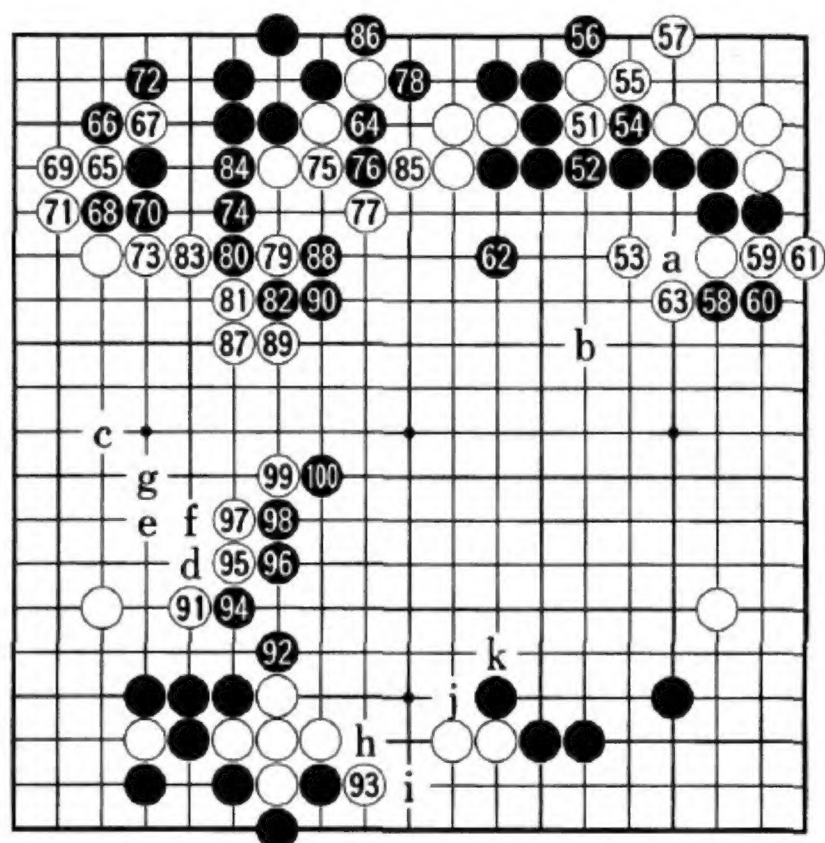


Figure 2 (51 – 100)

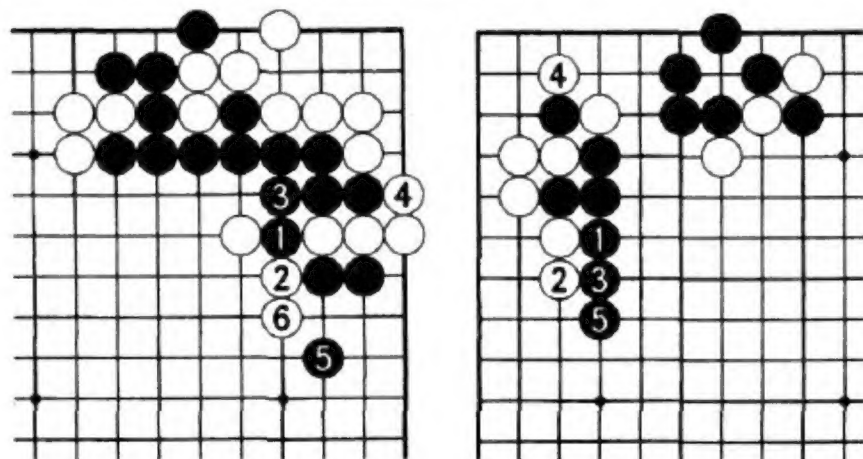
but Dia. 3, the fighting approach, is still much better for Black than the result in the game.

Figure 2 (51 – 100)

Black 54, 56. Black loses two ko threats.

Black 60. Black overlooked White 61.

Black 62. The fight after 1 to 6 in Dia. 4 would be much too difficult for Black.



Dia. 4

Dia. 5

White 63. To forestall Black 63, White 'a', Black 'b'.

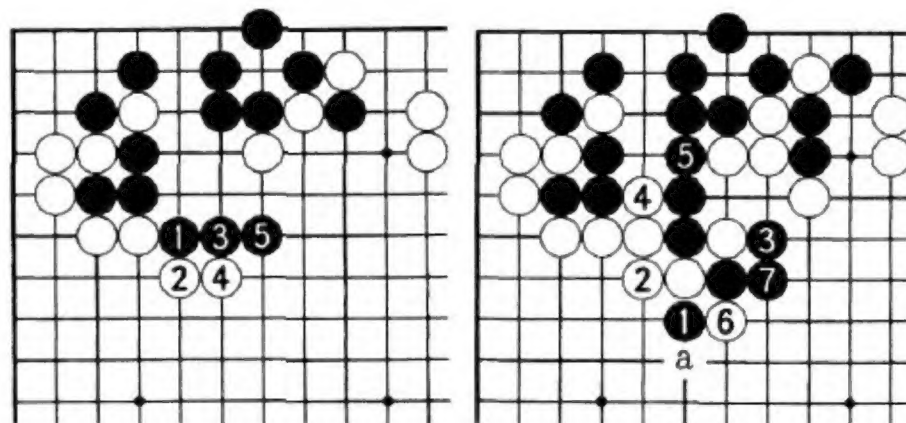
White 65, 67. Another attempt to force Black into an over-concentrated shape.

Black 72 is small. Black should develop into virgin territory with 1 to 5 in Dia. 5.

With 75 and 77, White's sacrifice strategy begins to become apparent. If Black had realised that White was going to give up these stones, he could at least have played 74 at 83, following Dia. 6.

Black 84 is a slack move which helps White's strategy. Black should follow Dia. 7.

Dia. 7. Black 1 and 3 are stronger. If White 4, Black gives way at 5, writing off three stones. White can play 6, but the difference from the game is that he has to add another stone at 'a', so he does not get sente to play 91 in the figure.



Dia. 6

Dia. 7

Black 88 is big, but the lower left is more important. With the sequence from 91 White secures a large territory on the cheap, as usually he would have invested an extra stone around 'c'. Black should omit 88 and attack with Black 'd', White 'e', Black 'f', White 'g'. Building thickness here would make Black 93 a real threat (White 'h',

Black 'i', White 'j', Black 'k' would probably follow, which would be nice for Black). The exchange of Black 92 for White 93 in the game helps White.

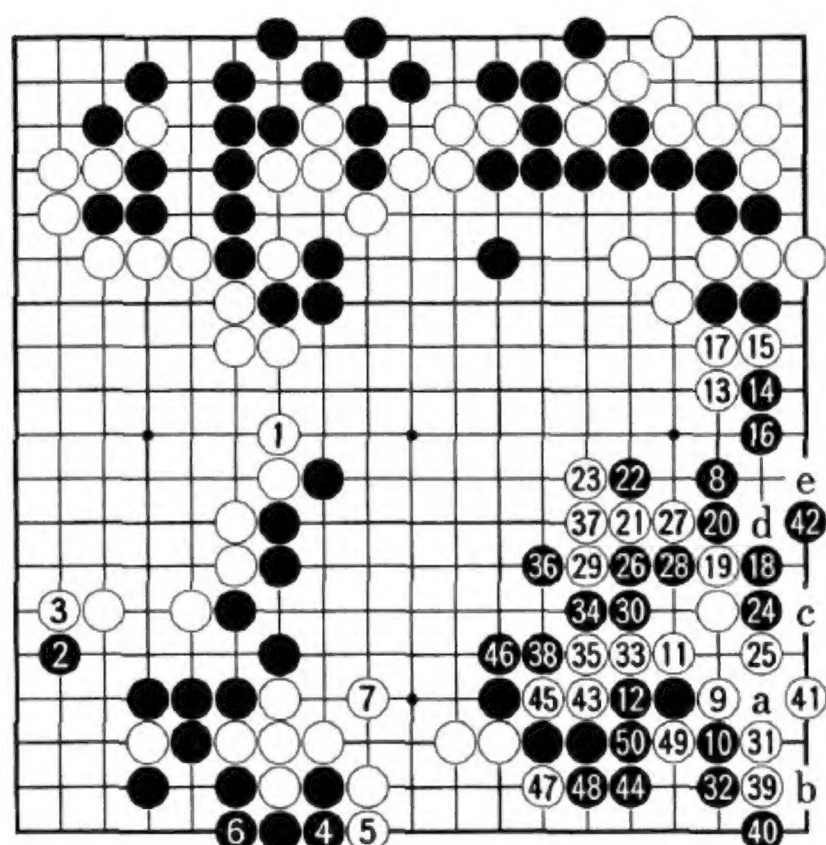


Figure 3 (101 - 150)

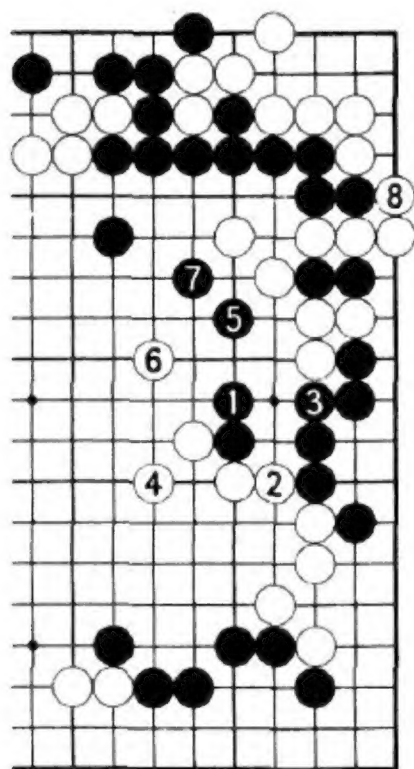
Figure 3 (101 - 150)

Black 8. The last battleground. Black still has a small lead.

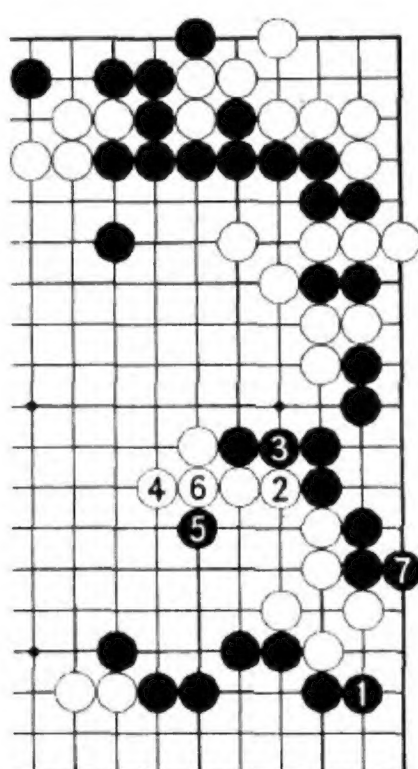
Black 12 is too docile. Black should attack White's base with 'a'. If White 12, he can connect at 49.

Black 18. Black should jump to 22, attacking White on a large scale. Black 18 lets White take the initiative with 21 and 23.

Black 24. If at 1 in Dia. 8, White attacks with 2 to 6, then slips under at 8.



Dia. 8



Dia. 9

Black 26. The losing move. With 27 White takes the initiative, so instead of 26 -

Dia. 9. Black should secure the corner with 1. He could then secure his other group with 3 and 7 and still look forward to attacking White. This sequence would have maintained Black's slight lead.

Black 42. If at 'b', White counterattacks with 'c', Black 'd', White 'e', and wins the fight.

The white group that should have come under severe attack as in Dia. 9 not only separates Black in sente with 45 but also lives in sente with 51 in Figure 4. The game is now hopeless for Black.

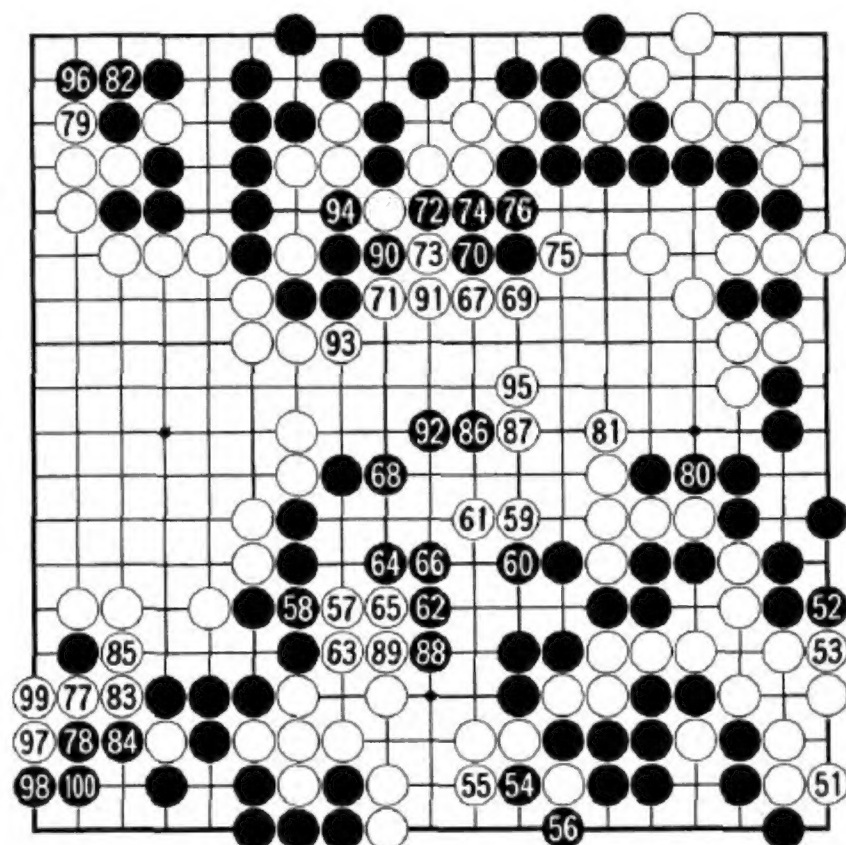


Figure 4 (151 - 200)

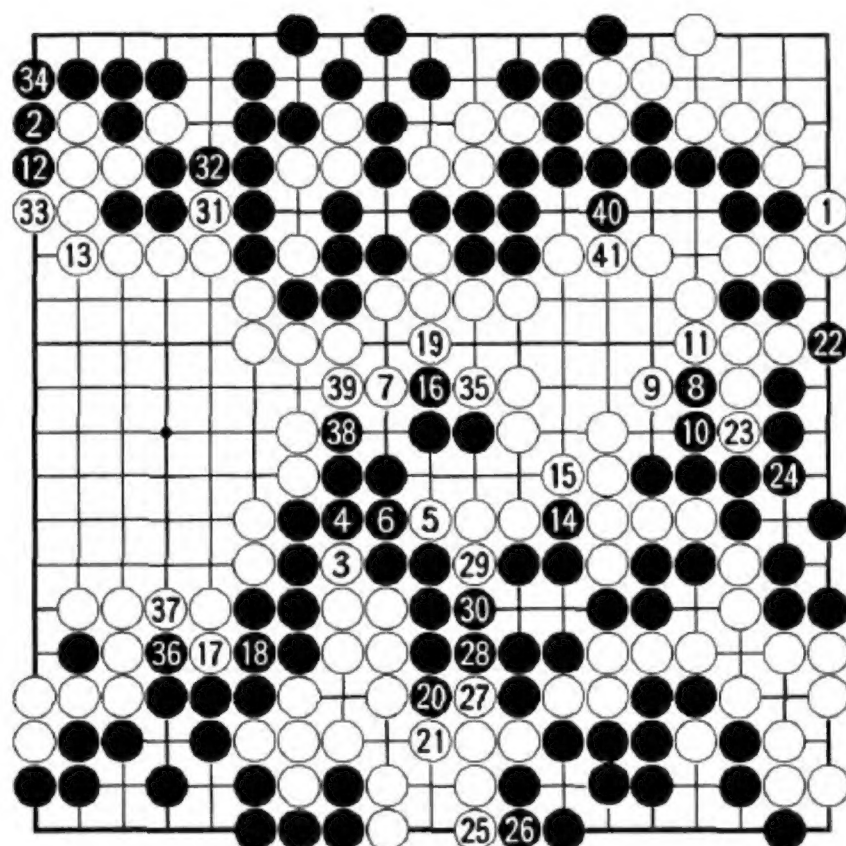


Figure 5 (201 - 241)

White wins by 14 points.

(From commentaries by Fujisawa Shuko and Go Seigen)

AN EASY INTRODUCTION TO GO

By Hideo Otake, Meijin
Sotoyoshi Futakuchi

- The very first steps toward how to play go.
- So easy that even children can follow.
- A unique idea for learning go by making use of a simplified 9x9 board.

Publishing date: May 1980

200 pages, 12.8x18.2 cm

Text in English

Price: ¥1,000 in Japan plus ¥120 for postage

US\$5.00 outside of Japan including postage

Although go has been considered a difficult game, this is not due so much to the complexity of its rules, which are actually very simple, as to the size of the standard go board. With three hundred sixty-one points to play on, no wonder the poor beginner tends to feel lost. This book makes use of a smaller 9x9 board, on which you will be able to start playing immediately.

CONTENTS

CHAPTER 1: THE RULES

The Equipment
Go Has Eleven Rules
Explanations of the Rules
Rule 6: Capturing Stones
Rule 7: Cutting and Connecting
Rule 8: Territory
Rule 9: Ko
Rule 10: Forbidden Moves
Eyes
Rule 11: Handicap Go
Seki
Counting the Score

CHAPTER 2: THE BASIC TACTICS

Ladders

Nets

Snapbacks

Capturing Races

Shortage of Liberties

CHAPTER 3: MORE FUNDAMENTALS

How to Play in the Opening

How to Play in the Middle Game

How to Play in the Endgame

False Eyes

A Ko Fight from an Actual Game

CHAPTER 4: EXAMPLE GAMES

Two Beginners Play Their First Game

Two Beginners After One Week

A Game Between Two Professionals

More Professional Games on 9x9 Boards

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